

100% PlayStation 0% Fair

ISSUE 121

PowerStation

THE UK'S NO.1 PLAYSTATION TIPS MAGAZINE

KING KONG

MONKEY MASTERCLASS!

- ▶ Complete guide!
- ▶ Weapon locations!
- ▶ Survival tactics!



Grand Theft Auto

Liberty City Stories



complete mapped guide! all the cheats and secrets

EVERY PS2 HINT, CHEAT & SECRET

THE BEST GUIDES!

OVER 9000 CHEATS & TIPS



PS2

RESIDENT EVIL 4

MAPPED! The final half of the detailed walkthrough guide!



PSP

PURSUIT FORCE

BEATEN! Top tactics to beat every mission in the game!

PLUS

- ▶ FIFA 06
- ▶ MORTAL KOMBAT SHAOLIN MONKS
- ▶ TOTAL OVERDOSE
- ▶ TONY HAWK'S AMERICAN WASTELAND

WIN A PSP!

Plus copies of Mr & Mrs Smith on DVD & UMD!

GTA

Questions answered!

DATABURST

The complete A-Z database of PS2 & PSP cheats, tips and secrets!

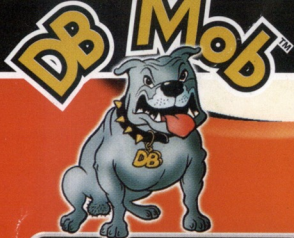
"excite, inform and entertain"

ISSUE 121

£3.99



HIGHBURY 9 771362 504017



NO CATCH

NO UNWANTED SUBSCRIPTIONS

LIVE HELPLINE

GENUINE SERVICE

WALLPAPERS

139457 Santa Claus
136940 Santa Claus
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139477 ANGELS EROTIC BEDROOM TEASE
136288 LUCY TEASES
139833 TREADMILL BREAKER
136055 AROUSED AND GAGGING
139465 SWEDISH BLONDE
136053 DARK & VERY DIRTY
136229 EVO DRIFTING
136258 BEST DRIFTING
139815 DIRTY ANNA
139479 HOT AND HORNY BLONDE RUBBING FUN
136053 AWESOME FOURSOME
139445 LEZZIE LICKING FRENZY
139454 LESBO RUBBING TRIO
139450 WATCH ME DO NAUGHTY THINGS
139527 LEZZIE DIVING FUN
139479 2ADULT 2SHOW
136079 ASIAN BEAVER RUBBING FUN
136093 LET ME SHOW YOU WHAT I LIKE
136101 NAUGHTY BRUNETTE FINGER FUN
139989 OUTDOOR ANTICS
139600 HIDE THE BLACK BALLS
139665 WATCH ME RUB AND TEASE YOU
139618 BLONDE LOVES WHAT SHE'S GETTING
139593 BLONDE GETTING DOWN AND DIRTY
139594 SEE ME DO VERY NAUGHTY THINGS
139951 SEDUCTIVE BRUNETTE STRIPS
139984 LESBO BATHROOM FROLICKS
139475 LICK ME OUT
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136057 SEXY GIRL STRIPS
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2ADULT 2SHOW

139554 BRUNETTE SHOWS YOU EVERYTHING
139692 BLONDE CHOMPING ON A LARGE ONE
139727 ASIAN BEAUTY GETS A MOUTHFUL
139711 NAKED BUT FOR TIE AND HIGH HEELS
139803 SEE UP MY MINI TARTAN SKIRT
139857 HAVE A CLOSE UP LOOK
139579 BRUNETTE RUBS AND TOUCHES
139352 LEGS SPREAD REVEALING ALL
136344 BLONDE SITTING WAITING FOR YOU
136915 EAT THIS
136546 UP CLOSE BEAVER SHOT
139734 RAUNCHY GIRL TAKING WIDE LOAD
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136915 EAT THIS
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TONES

REAL XMAS CLASSICS
139250 Chipmunks With David Seville - Chipmunk Song
138251 Adam Sandler - Chanukah Song (Hanukkah Song)
138252 Elvis Presley - Blue Christmas
138253 George Strait - All I Want For Christmas Is My Two Front...
138241 Bing Crosby - Winter Wonderland
138242 The Jacksons - Santa Claus Is Coming To Town
138231 Band Aid - Do They Know It's Christmas?
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132261 Come All Ye Faithful
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132263 Let It Snow
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POLY LATEST
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131427 Arctic Monkeys - I Bet You Look Good On The Dancefloor
131428 Danni Minogue - I So Souldiers - Perfection
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131419 Staggia Lee - Bounce
131420 The Doves - Sky Starts Falling
131421 U2 - All Because Of You
131422 Friday Hill - Baby Goodbye
131423 Feeder - Shatter
131424 Lee Ryan - Turn Your Car Around
131425 Lisa Scott - Electric
131426 Bob Sinclair - Love Generation
131429 Love Bites - You Broke My Heart
MOAN TONES
138150 You Like That Ass Baby?
138152 Never Let This Guy Get Hold Of Your Lass!!
138151 Oh Yeah F*** That P***y
138156 Hear Me Climax!
138154 Don't STOP!!
138155 Oh F*** Me!!
138159 Climax Big Baby!!
138147 Ooh Yeah!!
138158 2 RUDE 2 SHOW
138153 2 RUDE 2 SHOW
138151 2 RUDE 2 SHOW

GAMES

COLIN MCGRAE RALLY '04 136503
ABCEG
THE ULTIMATE RALLY GAME
THE ULTIMATE RALLY GAME is finally mobile. Colin McRae Rally '04 stays true to the series by offering the same quality and feel as the original.
BILL & TED'S EXCELLENT ADVENTURE 136500
ABCEG
THE EXCELLENT ADVENTURE
THE EXCELLENT ADVENTURE is a hilarious and addictive game. Control both Bill and Ted in this time-traveling arcade adventure! Complete quests, solve puzzles, drive the Wild Stallions and even herd cows as you travel through time.
BRUCE LEE 136501
ABCEG
BRUCE LEE
BRUCE LEE is a martial arts game. Control a furious Bruce Lee, taking maximum advantage of his self-developed fighting techniques to demolish anything and everything that stands in his way.
PREDATOR 136513
ABCEG
PREDATOR
PREDATOR has scored the galaxy in search of humans, they have found an end to their quest. You will be the first to hunt the humans. The hunt is on!
CRICKET 136506
ABDE
CRICKET
CRICKET is a cricket game. Get ready to show us again why you are one of the best batsmen in cricket as you step up to the crease and score those precious runs and take the team to victory.
NINJA MISSION 136817
A
NINJA MISSION
NINJA MISSION is a ninja game. As a Ninja enter a devastated mansion and bring all requested items back to the Ninja city. Beware of your enemies or you will easily fail your mission.

REVEAL ME

136495
REVEAL ME
REVEAL ME is a game. If you're not afraid looking around with some real beautiful Babes, then I would suggest you start playing 'Reveal Me' straight away.

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TO JOIN FROM IRELAND TXT IREBABE13 TO 57856

HOW TO ORDER FOR JUST 1 ITEM

ADULT
TXT
CODE
TO 69011
EQ: 136265 to 69011
EVERYTHING ELSE
TXT
CODE
TO 80155
EQ: 139457 to 80155
TO ORDER FROM IRELAND
TXT IRE CODE TO 57856
OR JOIN DBCLUB
JOIN DBCLUB FOR £4.50 PER MONTH AND
GET 5 ITEMS FOR THE PRICE OF 1
ORDER 1 ITEM THEN ORDER YOUR NEXT 4 IN THE SAME WAY FOR FREE
ADULT
TXT
DBCLUB + CODE
TO 69011
EQ: dbclub 136265 to 69011
EVERYTHING ELSE
TXT
DBCLUB + CODE
TO 80155
EQ: dbclub 139457 to 80155
TO JOIN FROM IRELAND
TXT DBCLUB CODE TO 57856

Single items: pictures, videos, animations, football strippers and real music, moan tones & poly tones cost £4.50. Games cost £6.00. Charge messages sent in denominations of £1.50. You will be sent a WAP link to collect your item and a small additional network charge may be incurred. SUBSCRIPTION SERVICES: FILM13 to 69011 (£1.50 daily), FILM13 to 80155 (£1.50 twice weekly), BABE13 to 69011 (50p daily), BABE13 to 80155 (50p twice weekly). BOYS TO 80155 (50p twice weekly). 50p subscriptions are charged at £1.00 with every 2nd item free + 50p each. Irish Subscriptions are for over 16s only. IREFILM13 and IREBABE13 to 57856 (£2 twice weekly). DBCLUB: This is a monthly service which entitles consumers to purchase 5 items for the price of one from the following categories: Wallpapers, Ringtones/Real Items, Animations and Videos. EG: 1 Video, 1 Ringtone & 3 Wallpapers for £4.50. To unsubscribe from any of these services text STOP to the number you used to join or email: unsubscribe@dbmob.com. Pre-pay users without enough credit will not receive items. Responsibility cannot be accepted for content ordered that is not supported by the handset or for delayed or distorted content delivery. Due to phone screen sizes/resolutions images downloaded may differ slightly from shown. TONES: MP3 & PRS payments paid. CAN'T FIND IT: This initial service is not charged apart from the usual network message charge, with located content sent to you at our normal rate eg: Ringtone £4.50. DBMOB is a product of K2 Media Ltd, PO Box 162, Kendal, LA8 8WV. Support line available between 9am to 5pm, Mon to Fri - 0871 200 5193.

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#121

▶ INTRO

▶ WELCOME



WELCOME ONCE AGAIN to the UK's best-selling tips magazine. We've got the most detailed guides to all the latest big games in this issue – including complete solutions to the gargantuan *King Kong* on the PS2 and the pocket-sized (but still huge) *Grand Theft Auto: Liberty City Stories* on the PSP. Yes, when we put a game on our cover, we actually have a guide for it inside and not just a preview! So, once again, I must ask you to beware pale imitations – remember, there's only one POWERSTATION!

This month we also bring you the second half of our *Resident Evil 4* solution and a complete guide to *Pursuit Force* on the PSP. Plus, of course, all the latest cheats and secrets for PS2 and PSP, along with a complete A-Z tips database at the back. Another thing: all our cheats are fully tested, unlike the dodgy ones we've seen in certain other magazines!

PHIL KING
Group Tips Editor

▶ IN THIS ISSUE...

THE GUIDES

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ALL THE LATEST PS2 & PSP CODES & SECRETS.....	006
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A-Z OF TIPS

THE COMPLETE DATABASE OF PS2 & PSP TIPS.....	106
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▶ THE TIPSTERS

MEET THE COUNTRY'S TOP TIPSTERS!

PHIL KING

THIS MONTH HE HAS BEEN MOSTLY PLAYING:
VIRTUA TENNIS: WORLD TOUR



GROUP EDITOR

Still madly in love with his new lady-friend, Phil has even taken the trouble to program her likeness into his copy of *Virtua Tennis: World Tour* on the PSP so he can take her wherever he goes. Hmm. At least he's lost his bananas fascination with the monkeys in *Ape Academy*... Or so we thought until he came back from a visit to Monkey World with a load of monkey merchandise including a chimp hand puppet!

SIMON GRIFFIN

THIS MONTH HE HAS BEEN MOSTLY PLAYING:
GRAND THEFT AUTO: LIBERTY CITY STORIES



DEPUTY EDITOR

No, that's not a gun in his pocket and he's not pleased to see you: all this month Simon has been toting a PSP loaded with *GTA: Liberty City Stories*. Apart from trying to look dead hard in the 'hood' (ie Bournemouth town centre) and then legging it from anyone who looks remotely like a potential mugger (including old ladies), he's been working on the ultimate solution for this issue.

DOM WALSH

THIS MONTH HE HAS BEEN MOSTLY PLAYING:
PETER JACKSON'S KING KONG



STAFF WRITER

He's big and hairy, monkeys around a lot and likes to beat his chest... but enough about Dom. However, after playing *King Kong* solidly for this month's complete guide, he got so into character that he ended up climbing up the side of our office block while clutching a Barbie doll. Luckily, before the air force arrived, we managed to coax him down with the chance to play *Pursuit Force* on the PSP.

RYAN KING

THIS MONTH HE HAS BEEN MOSTLY PLAYING:
RESIDENT EVIL 4



COMMUNITY EDITOR, X-360

He's got to the end of *Resident Evil 4* and completed his walkthrough solution for the main game, but he's still having nightmares about those baghead blokes. He's also starting to look a little pale and though he claims to not be having any problem sleeping, friends are starting to worry that the sheer horror of playing the whole game has got to him. Either that, or he's turning into a zombie himself. Hard to say...

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Grand Theft Auto

Liberty City Stories

The complete guide to every mission, plus all the cheat codes, hidden packages, weapons and more!

Full Solution!
Page 18

KING KONG

Full Guide!
Page 48

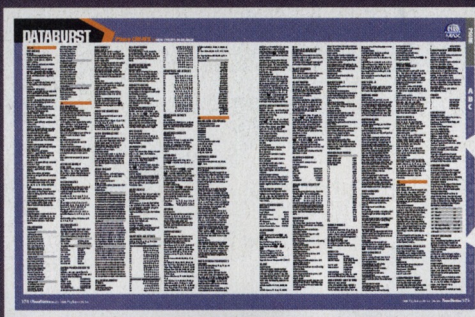
The only survival guide you need to complete it!

Get right to the end with this mapped guide!

Part Two!
Page 64

RESIDENT EVIL 4

"Undoubtedly the most comprehensive collection of cheats the world has ever seen..." *Databurst, page 106*



WE'RE NO. 1!

The best guides to the big games!

► IT ALL STARTS HERE



Full Guide!
Page 88

PURSUIT FORCE
Every mission busted in this expert guide!

► CONTACT

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(Magazine queries, but no tips requests please)
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email: powerstn@paragon.co.uk

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► ESSENTIAL

CHEATS NEWS NETWORK 006
All the latest PS2 and PSP cheats and secrets revealed!

Q&A 010
Dr Tippet gets to grips with all your gaming problems!

HARDCOPY 014
Tell us what you think about the world of videogames!

GTA WISEGUYS 016
Frankie The Finger sorts out all your GTA problems!

ACTION REPLAY CODES 102
Cheat your way to the top with the latest codes from Datal!

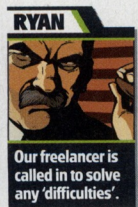
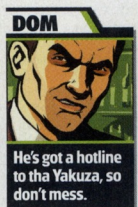
SUBSCRIPTIONS 103
Never miss another issue of your favourite magazine!

COMPO CORNER 105
Win a DVD or a UMD of Mr & Mrs Smith, plus a PSP!

NEXT MONTH 130
Find out which games we'll be solving in the next issue!

► THE TEAM

The team love their jobs so much, they actually BECOME their games...



► OTHER GAMES IN THIS ISSUE!



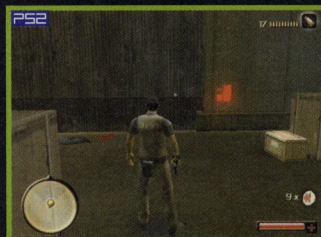
FIFA 06

Manage any team you like straight away (even the five-star sides) with this clever trick! 007



MORTAL KOMBAT SHAOLIN MONKS

Cheat codes to unlock Sub-Zero, Scorpion and Mortal Kombat II! 006



TOTAL OVERDOSE

Overdose on these codes for maximum health, all the weapons and more! 006



DEAD TO RIGHTS: RECKONING
Super cheat 009



SLY 3: HONOR AMONG THIEVES
Cheat code 006



DEATH JR
Cheat codes 009



SSX ON TOUR
Cheat codes 007



MADDEN NFL 06
Cheat codes 008



THE SUFFERING: TIES THAT BIND
Cheat codes 009



NBA 2K6
Cheat codes 008



TONY HAWK'S AMERICAN WASTELAND
Cheat code 006



NBA LIVE 06
Cheat codes 006



X-FILES: RESIST OR SERVE
Cheat codes 007

CNN

CHEATS NEWS NETWORK

Mortal Kombat: Shaolin Monks

We all know who the popular characters are in this game. And they're not monks. Get them and the bonus game with these cheats.

CHEAT CODES

On the main title screen, hold **L2** and enter these codes:

Unlock Scorpion In Story Mode

□, ↑, L1, R1, ←, →, □

Unlock Sub-Zero In Story Mode

□, ↓, ↑, L1 x2, ↑, □

Unlock Mortal Kombat II In Kontent Menu

□, ↑, ↓, →, ←, R2, □



■ Unlock your favourite characters.



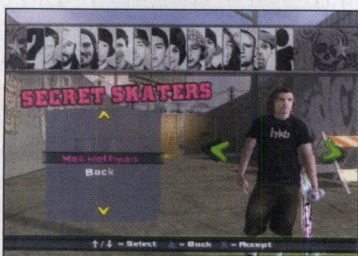
■ Ah, this takes us back... Mortal Kombat II.

Tony Hawk's American Wasteland

There are always loads of cheats tucked away in *Tony Hawk's*, so we're sure there are more codes to come, but here's one for starters...

PLAY AS MAT HOFFMAN

Go to the Options screen and select Cheat Codes, then enter **the_condor** as a case-sensitive code. Now start a game in Classic, High Score/Free Skate or Online Play mode and choose Secret Skaters on the skater selection screen. You can now select to skate as Mat Hoffman.



■ Unlock Mat Hoffman as one of the Secret Skaters.



■ Here's the legendary Mat (without his BMX bike).

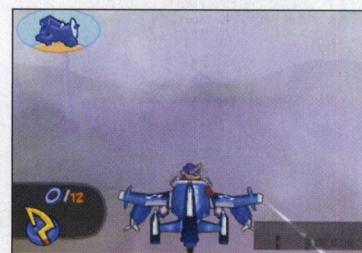
Sly 3: Honor Among Thieves

Take to the Dutch skies with confidence with this cheat.

CHEAT

FLY THE TOONAMI PLANE

While flying the original plane, pause the game and enter **R1 x2, →, ↓ x2, →**. When you unpause the game, you'll be flying the Toonami plane.



■ Enter the cheat and your plane will look like this.

Total Overdose

Mexico can be a pretty rough place. If you're struggling to wreak your revenge, just whip out these cheats for el macho gringo loco!

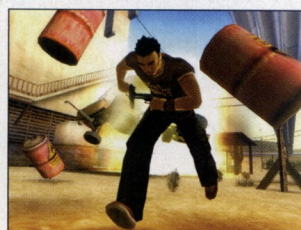
CHEAT MODE

During play, hold **L1+L2+L3+R1+R2+R3** for about three seconds, then quickly enter one of the following codes. There is no confirmation message, so check your screen display.

All Loco Moves	○ x2, L2 x2
All Weapons	△, L1, R2, □
Maximum Health	×, □, ○, △
Maximum Rewindings	R1, R2, L2, ×



■ Overdose on maximum health.



■ Cause mayhem with the cheat codes.

NBA Live 06

Harlem Globetrot your way to stardom with these two new shoes.

CHEAT CODES

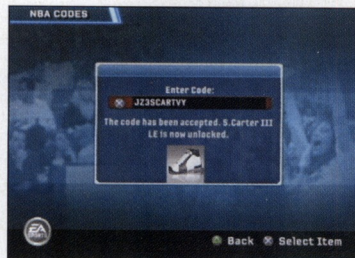
Go to the 'NBA Live Codes' screen to enter these codes.

S Carter III Shoe

JZ3SCARTVY

Adidas a3 Garnett 3 Shoe

DR1239CZ49



■ Enter the codes to unlock some top trainers.



The UK's darkest PlayStation magazine!

Price: £3.99

Exclusive review of *Prince Of Persia: The Two Thrones*. We 'report' on Sophie Howard fronting the *LA Rush* 'Dump The Hump' campaign. All the biggest games reviewed, such as *WWE Smackdown! Vs Raw*, *GTA: Liberty City Stories* and *Peter Jackson's King Kong: The Official Game Of The Movie*, with four expert opinions on every game...

OUT NOW!



The UK's best unofficial PlayStation magazine!

Price: £3.99

This month's special boxed issue features four free gifts: a cheats disc, PSP magazine, quiz book and *Chronicles Of Narnia* supplement. There's also an exclusive review of *GTA Liberty City Stories* on the PSP, plus the hottest PS2 game reviews and all the latest news on the PlayStation3. Also, available from 1 December, issue 136 will boast a PS2 cheats disc, DVD video and PSP screen protector!

SEND IN YOUR CHEATS

The best readers' tips printed each month in CNN earn their senders a PlayStation2 or PSP game, so keep writing in with your cheats, codes and secrets. However, before sending them, please check that they work – and that we haven't already got them in our Databurst section!

ALL THE HOTTEST NEW PS2 & PSP CHEATS AND CODES!

If there's a new cheat, code or secret, you'll find it here in our hot-off-the-press news section!

SSX On Tour

It can be a cold, lonely place at the top of a snow-capped mountain, but you can become the king (or queen) of the slopes with our rampantly rock cheats.

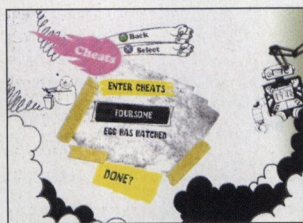
PASSWORD CHEATS

Go to the Extras menu and select Cheats to enter these codes.

All Levels	BACKSTAGEPASS
All Clothing	FLYTHREADS
All Movies	THEBIGPICTURE
Infinite Boost	ZOOMJUICE
Monster Tricks	JACKALOPESTYLE
Snowball Fight	LETPARTY
Stat Boost	POWERPLAY
Unlock Characters	ROADIEROUNDUP
Unlock Conrad (The Small Viking)	BIGPARTYTIME
Unlock Mitch Koobski (The Unicorn)	MOREFUNTHANONE
Unlock Nigel (Rocker)	THREEISACROWD
Unlock Ski Patrol Character	FOURSOME



Enter your codes on this screen.



The Ski Patrol Character is now yours.

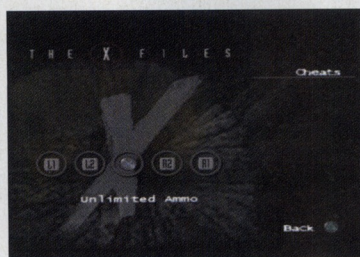
X-Files: Resist Or Serve

That's right, it's another case for Mulder and Scully. But if you're struggling to get your mitts on the truth, these may help...

CHEAT CODES

Go to Game Settings and then select Cheats to enter these codes.

Unlock All Levels	R2, →, L2, ↑, □
Unlock All Bonus Material	←, R1, L1, ↓, ○
Grenade Bullets	×, ○, □, L2, R2
Invincibility	↑, □, ○, ×, ↓
One-Shot Kills	L2, ○, ↓, R1, ×
Unlimited Ammo	L1, L2, ×, R2, R1



Enter the code and a message will confirm it



Driven To Destruction

Crash, crash, bang, bang with all the unlockables with this handy cheat...

CHEAT CODES

To unlock everything, on the main title screen press R1, R2, R1, ←, →, R1, ↓ x2.



Unlock all the cars and everything else!

FIFA 06

Feeling more like Accrington Stanley than Chelsea? Start your managing career in style with this nifty trick and you'll be well on your way to the Champions League.

CHEAT MODE

PLAY AS A FIVE-STAR TEAM IN MANAGER MODE

From the main menu, select Team Management, then Squads and choose a five-star team (eg Arsenal). Select the worst possible starting eleven and the team will no longer be rated at five stars. Now start Manager mode, select the team that you altered and put all their best players back in the line-up again.

Note: Remember to change the squad back to its original set-up from the opening menu for other game modes.



Select all the reserves for your team...



Then it won't be five stars any more!

Midway Arcade Treasures 3

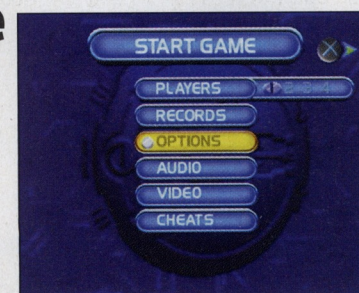
Relive the days of arcade glory with the help of this great code.

CHEAT

RUSH 2049: CHEAT MENU

On the *Rush 2049* main menu, highlight Options and press

L1 + R1 + □ + ○.



Enter the code here unlock the Cheats option.

CNN

» CHEATS NEWS NETWORK



NBA 2K6

Hit some long-range three-pointers and dominate the hoop with these codes – including some for the Power Bar vending machine.

CHEAT CODES

Select Features then Codes to enter these case-sensitive passwords...

Nike Up Tempo Pro Shoes	anklebreakers
Nike Zoom 20-5-5 Shoes	lebronsummerkicks

VENDING MACHINE CODES

Select Features then The Crib and go to the Power Bar vending machine (on your right). Move down to the bottom selection, 'Enter Code', to enter these case-sensitive codes. Follow the on-screen instructions for how to activate them.

+10 Defensive Awareness	lockdown
+10 Offensive Awareness	getaclue
Power Bar Tattoo	pbink
No Injuries	noinjury
Unlimited Stamina	nrgmax

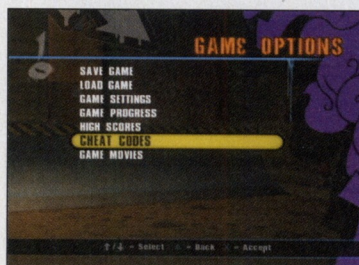
MAX STAMINA & DURABILITY

Select any one of the Power Bars from the vending machine in The Crib. You'll receive +5 Stamina and Durability for your next game (this only works once).

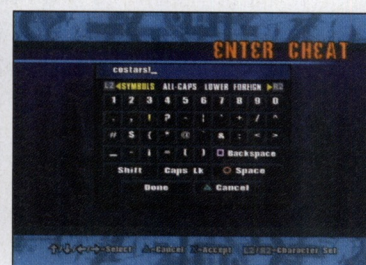


Tony Hawk's Underground 2

If you can't get the points to progress, don't fret. As any self-respecting underground skater knows, you have to cheat now and then. Open up the game with these two codes.



Go to the Cheat Codes option and select it.



Enter your codes here to unlock everything.

CHEAT CODES

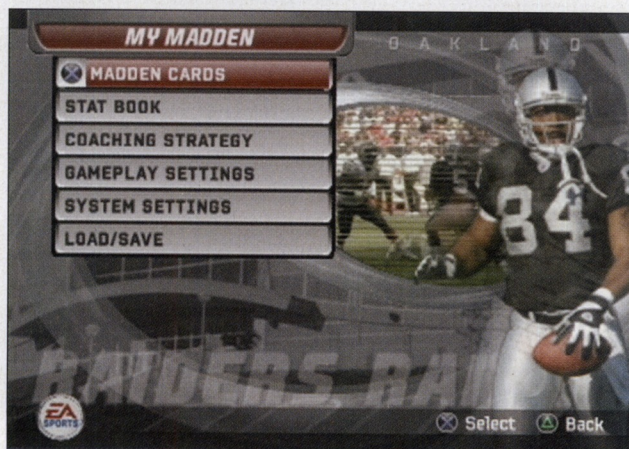
Enter these in the Cheats menu.

All Levels

d3struct

Unlock All Main Skaters

costars!



Select the Madden Cards option, then Madden Codes to enter the cheats.

Madden NFL 06

Playing like an Englishman? Thrash the Cowboys with these cheat codes!



This one makes it harder for the opponent.

MADDEN CHEAT CARD CODES

Select My Madden, Madden Cards and then Madden Codes. When prompted to enter a code, enter the following case-sensitive codes to obtain Cheat Cards.

CARD	PASSWORD
#188 1st & 15 (Silver)	2W4P9G
#190 Unforced Errors (Silver)	2Z2F4G
#192 Extra Credit (Gold)	3D8X6Z
#197 Da Boot (Silver)	3J3S9E
#195 Third Down (Gold)	3H3U7T

ALL THE HOTTEST NEW PS2 & PSP CHEATS AND CODES!

The Suffering: Ties That Bind

PSP This game's causing the best of us to suffer more than we would like, but Baltimore Hell becomes a lot more bearable with these codes.

CHEAT CODES

Hold **L1+R1+X** during gameplay to enter the following codes. A message will confirm correct entry.

Add 50 Reputation	↑ x2, →, ↑
Full Blood	↓, ↑, ←, →
Full Current Thrown Weapon	← x2, ↑, ↓, →, ←, → x2, R2
Full Hand Grenades	→ x3, ← x3
Full Medicine Bottles	→ x2, ↑ x2, R2, ←, →, R2, →, ↑, →, R2
Full Molotov Cocktails	↓ x3, ↑ x3
Full Torch	↑, ←, ↓, →, ↑, →, ↓, ←, R2
Hallucination Mode	← x2, R2, → x2, R2, ↑ x2, R2, ↓ x2, R2
Invincibility	↓, ↑, ↓, ↑
Maximum Evil Reputation	←, ↓, ←, ↓, ←, ↓, R2
Maximum Good Reputation	↑, →, ↑, →, ↑, →, R2
Maximum Insanity	→ x3, R2, ← x2, → x2, R2
Minus 50 Reputation	← x2, ↓, ↑
Monochrome Mode	↑, R2, ←, R2, ↓, R2, →, R2
Shotgun With Full Ammo	← x3, ↓ x3
Suicide	↓ x4
Weapons	↓, →, ↑, ←, ↓, R2, ← x2, → x2, R2, ↓, ↑, ←, →, R2
Zero Blood	↓, ↑, →, ←



■ Hallucination Mode looks like this!



■ Get all the weapons right from the start.

Death Jr

PSP Just when you thought it was time to get back in your three-foot coffin, we unearth a load more codes to help the boy Death.



■ Strange monsters and mad scythe trails can be yours.



■ Cut the enemies down to size with this extra-large scythe.

CHEAT CODES

Pause the game, then hold **L1+R1** while entering these codes. A sound will confirm correct entry.

Assist Extender	↑ x2, ↓ x2, △ x2, ⊗ x2, △ x2.
Big Heads	△, ⊗, ⊗, ⊗, △, ↑, →, ↓, ←, ↑
Big Scythe	△, ⊗, ⊗, ⊗, △, ↑, →, ↓, ←, ↑
Bullet Holes Become Pictures	↑, →, ↓, ←, ↑, →, ↓, ←, ↑, →
Differently Coloured Monsters	↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
Differently Named Attacks	↑ x2, ↓, ←, △ x2, ⊗, ⊗, ⊗, ⊗
Differently Named Weapons	↓ x2, ↑ x2, ←, →, ←, →, ⊗, △
Eyedroors Open Without Souls	↑, ←, ↓, →, ←, →, ⊗, ⊗, ⊗, ⊗
Fill Pandora Assist Meter	↑ x2, ↓ x2, ↑, →, ↓, →, ⊗, ⊗
Free Seep	← x2, → x2, ←, →, ←, →, ⊗ x2
Increased Health and Stamina	↑ x2, ↓ x2, ⊗, ⊗, △, ⊗, ⊗ x2
Strange Monsters & Scythe Trails	△, ↑, ⊗, →, ⊗, ↓, ←, △, ↑
Unlimited Ammo	△ x2, ⊗ x2, ⊗, ⊗, ⊗, ⊗, →, ↓
Widget	→, ↑, ↓, ↑, △, ↑, ←, ↓, △, →
Free All Characters & Unlock All Levels	↑ x4, ↓ x4, ⊗ x2

Note: You must enter any stage then re-enter the museum for this code to work.

LEVEL WARP CODES

Pause the game, then hold **L1+R1** and enter one of these codes to warp instantly to the desired level.

WARP TO LEVEL	CODE
Advanced Training	↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
The Basement	↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
Basic Training	↑, △, ↑, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
Big Trouble In Little Downtown	↑, △, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
Bottom Of the Bell Curve	↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
The Burger Tram	↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
Burn It Down	↓, ⊗, ↑, △, ↓, ⊗, ↓, ⊗, ↓, ⊗
The Corner Store	↓, ⊗, ↑, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
Final Battle	↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
Growth Spurt	↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
Happy Trails Insanitarium	↓, ⊗, ↓, △, ↑, ⊗, ↓, ⊗, ↓, ⊗
Higher Learning	↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
How A Cow Becomes A Steak	↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
Inner Madness	↓, ⊗, ↓, ⊗, ↑, △, ↓, ⊗, ↓, ⊗
Into The Box	↓, ⊗, ↓, ⊗, ↓, ⊗, ↑, △, ↓, ⊗
Moving on Up	↓, △, ↑, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
The Museum	↑, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
My House	↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
Seep's Hood	↓, △, ↓, ⊗, ↓, ⊗, ↓, ⊗, ↓, ⊗
Shock Treatment	↓, ⊗, ↓, ⊗, ↓, ⊗, ↑, △, ↓, ⊗
Udder Madness	↓, ⊗, ↓, ⊗, ↑, ⊗, ↓, ⊗, ↓, ⊗

Dead To Rights: Reckoning

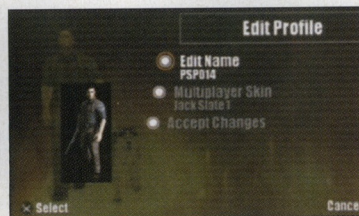
PSP Laugh in the face of danger and tweak the nose of terror with this one simple cheat. It makes bringing about all that reckoning as easy as A, B, C...

SUPER CHEAT

To unlock everything (including all the levels and cheats), go to Edit Profile and enter your name as **DoggieStyle**, case-sensitive and with no extra spaces afterwards.



■ Unlock wacky cheats like this one, along with all the levels in the game.

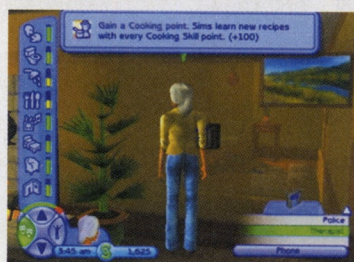
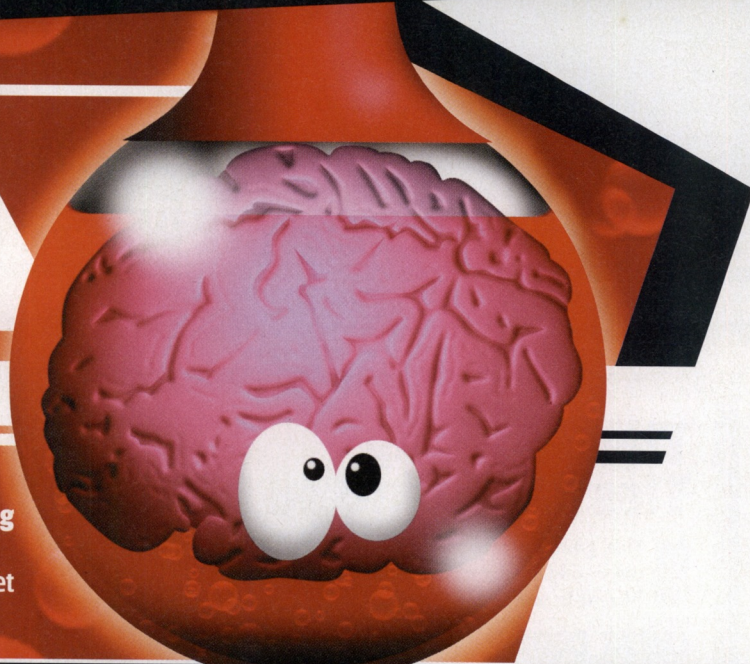


■ To get it working, just edit your name and re-enter it as DoggieStyle.

Q&A

▶▶ WITH YOUR HOST, DR TIPPETT

Got a problem on a PS2, PSone or PSP game? Well, our resident professor of gamesology, Dr Tippett, is here to help. Send your gaming questions to: Q&A, POWERSTATION, Paragon House, St Peters Road, Bournemouth BH1 2JS. Alternatively, visit the forum at www.totalgames.net and ask your questions, or email powerstn@paragon.co.uk



■ If you get really stuck, give the Therapist a call.

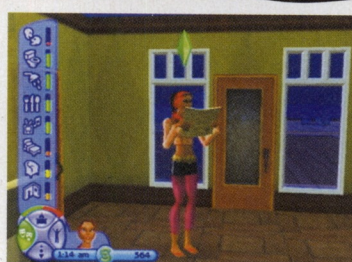
| THE SIMS 2

Need therapy

Help! I'm really stuck and am having real trouble trying to achieve the goals set for my Sim. Is there anything I can do?

Gavin Shaw, Brighton

■ Don't worry: there's a way round this. Buy a phone and stick it on the wall next to you. Use it, choose Services and call Therapist. The Therapist can change your list of goals and fears, essentially refreshing the tasks you need to achieve.



■ The easiest jobs are in security, fashion and art.

| THE SIMS 2

Career advice

I could do with some career advice. Which job would you recommend for an easy life?

Dave Powell, Swansea

■ Videogames journalism! Only kidding... pay attention to the hours you have to work and the pay you receive. You obviously don't want a job with bad pay but a job with long hours is even worse, as this will leave little time to pursue goals and look after your mood sliders. The easiest jobs are found in Security, Fashion and Art. These jobs rely on Strength or Creative skills, which are extremely easy to build up. The worst



■ In Face-Off mode it's important you bide your time.

is in Politics – which relies on Charm, the hardest creative skill to build up. You also need to have a lot of friends for a promotion in a Politics job.

| BURNOUT LEGENDS

Race tips

Do you have any tips for Face-Off mode? I'm finding it very difficult to defeat the rival car.

Seb Faulkner, Taunton

■ For starters, if you get more than a few seconds behind, start again. Like Pursuit mode, there's no way you'll catch up to the only other vehicle of any importance after a few nasty smashes.

| APE ACADEMY

Monkey mayhem

How on earth do you do the Monkey Balancing mini-game? They keep tilting back whenever I move them forward. And how do I spot the Doppelganger in Enter The Monkey III?

Pete Thomas, Liverpool

■ It's pretty tricky, but the key to Monkey Balancing is to get your stack at a fairly low angle to the

ground (so their hat lights flash yellow) then tap → repeatedly, just fast enough to stop them falling over. Press ← to tilt forwards at the start, or if the angle gets too high.

In the Enter The Monkey III Doppelganger phase, you can tell the correct monkey as his movements are out of sync with all the others. Just look carefully along each row to spot him.



■ Get your monkey stack leaning over like this to make progress.



■ It can be tricky to score, but not if you know how.

No matter how many times you take your rival down, he'll keep coming back. So, rather than keep punishing him, try to keep on a level with him for the most part and go for the Takedown near the end of the course.

| HEROES OF THE PACIFIC

Top gun

I've managed to master the basics of flying and dogfighting, but I keep getting shot down in flames whenever I have to attack enemy ships. Do you have any ace tips for this?

Simon Smith, Ramsgate

■ The ships and carriers are well armoured and bristling with guns. Your choice of plane can help: torpedo-bombers are better against carriers; dive-bombers are better against battleships and cruisers. You can also use fighters to attack ships, but their GP bombs do less than half the damage that a special-purpose dive-bomb can inflict.

The advantage of using a fighter, or the upgraded Dauntless dive-bomber, is that they have rockets. The latter are useful for individually knocking out small zones on the ships (such as the bridge), and they can be fitted to planes along with bombs. With this combination (set up in the Workshop), you can use rockets as you approach the ship, and then switch to bombs as you pass it, maximising your use of explosive ordnance.

| PRO EVOLUTION SOCCER 5

Can't score

I'm finding it harder to score in the new version. How do you get past the goalie with your striker when you're one on one?

Craig McFadden, Glasgow

■ Unlike in previous versions, you'll find it difficult to dribble round the keeper, and will instead have to rely on planting a shot past him. To do this, run towards the goal at a diagonal, then cut your shot back past the keeper, to the side of the goal he has just come from. He won't be able to dive properly, and the ball should find the corner of the net.



■ Watch out for those red herrings...

| FROM RUSSIA WITH LOVE

Red herring

I'm playing on the first bonus level in the tunnels, but I'm stuck. I've killed all the guards in the first area, defused the bomb and blown up the big gas tanker, but I can't get up onto the gantries. It's driving me mad. Help!

Lorraine Barnes, Aberystwyth

■ You've been fooled. The real exit is through the wooden barrier past the explosive tanker. The walkways above are just for show.

To get through the barrier, you need explosives: either grenades or a bazooka. Go down the side of the flatbed rail truck nearest the wall (it has crates on it and is parked under a crane). At the end is an ammo supply, including some grenades. You can use them to destroy the wooden barrier. There are more of these barriers throughout the level, so make sure you save your grenades (and later, your bazooka) to get through them.

| SNIPER ELITE

Hidden enemy

I can't get past the first level. I've avoided the tanks and killed all the Russian soldiers, but someone keeps shooting me! The game said there was a sniper, but I can't find him. Is it a German? WHERE IS HE?

Philip Gregory, Dunstable

■ There's a Russian sniper on top of the partly destroyed building near the main square where you start (it's marked on your map as a good vantage point).

The best way to get him is to first meet your contact, then return to the west of the building. You'll have a vantage point of the sniper's position and can hit him when he sticks his head out. If you don't want to wait, try shooting at the building to hurry him along.

It's also useful to head into the almost-levelled building near where you start to pick up the machine gun from the dead German soldier at the start of the level. A bit of extra firepower never hurt anyone.

| BROTHERS IN ARMS: EARNED IN BLOOD

Look after your boys



■ Never move your team across empty ground without them having cover.

My squad are in trouble! I can complete all of the missions, but my squad always ends up losing lots of members. How can I keep them all safe for the whole of the game?

Tom Harris, Croydon

■ The most important thing to remember is to BE CAREFUL! There is no time limit for the missions and you and your troops are extremely vulnerable, so always take the time to check out areas before you move your boys in.

Second, never move your teams across empty ground without them having cover. If the other team can't give cover, suppress the enemy yourself. All of your automatic weapons, like the BAR, suppress the enemy much more quickly than either of your teams can. Grenades work well

too, if you have enough. Once the team is in cover, they can provide suppressing fire so you can move yourself.

When you encounter tougher enemies – such as tanks, machine-gun nests or field guns – your squad can draw their fire, but are also very vulnerable. Also they can't use Panzerfausts or explosives, so it's best to leave your men behind strong cover to draw enemy fire and deal with the enemy yourself.

As a last resort, if you die several times in a level, you'll be given the option to restart from the last checkpoint with your squad fully healed. So you can get to the final area and, if your squad is smaller than usual, die a few times to get back to full strength. It's not exactly honest, but who said life was fair?

QUICK TIP!
Use one team to suppress the enemy while you flank them.

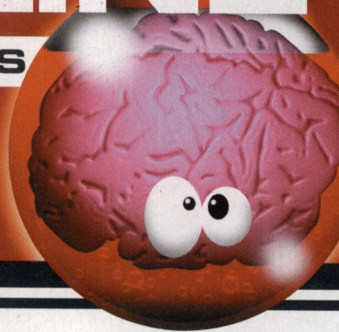


■ Remember, your squad can't use Panzerfausts or explosives: you might have to go alone.

Q&A ONLINE

» ONLINE HELP FOR OUR READERS

Are you stuck on a game? Feel like there's no one left to turn to? About to give up altogether? Well, worry no more! Simply visit www.totalgames.net/pm/152 and select the POWERSTATION forum. Post your problem in there and a member of the POWERSTATION team will be only too happy to help!



Further Reading



If you're still stuck on a game, then why not get the complete guide by ordering the relevant POWERSTATION back issue? Here's where you'll find guides to the most popular and problematic Q&A games (call 01454 642442 to check availability and to order)...

007: Everything Or Nothing	#98
Ape Academy	#119
Athens 2004	#103
Batman Begins	#117
Brothers In Arms: Road To Hill 30	#114
Brothers In Arms: Earned In Blood	#120
Burnout 3	#105
Burnout Revenge	#119
Burnout Legends	#119
Call Of Duty: Finest Hour	#110
Charlie And The Chocolate Factory	#118
Championship Manager 5	#115
Conflict Global Storm	#119
Delta Force - Black Hawk Down	#118 & #119
Destroy All Humans!	#116
Devil May Cry 3: Dante's Awakening	#113
Fantastic 4	#117
FIFA 06	#120
FIFA 2005	#107
Fight Night	#101
Fight Night Round 2	#115
Final Fantasy X-2	#98, #99 & #100
Forbidden Siren	#100
Full Spectrum Warrior	#113
The Getaway 2: Black Monday	#115
God Of War	#116
GoldenEye: Rogue Agent	#109
Gran Turismo 4: Prologue	#102
Gran Turismo 4	#112 & #113
Grand Theft Auto: Vice City	#82, #83 & #84
Grand Theft Auto: San Andreas	#107/108/109 /110/111/114/115
Harry Potter And The Prisoner Of Azkaban	#102 & #103
Headhunter: Redemption	#105 & #106
Hitman Contracts	#101
The Incredible Hulk: Ultimate Destruction	#118
The Incredibles	#117
killer7	#116 & #117
Lara Croft Tomb Raider: Angel Of Darkness	#101
Legacy Of Kain: Defiance	#97
Lego Star Wars	#114
LMA Manager 2004	#99
Lord Of The Rings: The Return Of The King	#95
Madagascar	#117
Manhunt	#97
Max Payne 2	#97
Medal Of Honor: Rising Sun	#95
Medal Of Honor: European Assault	#115
Mercenaries	#111 & #112
Metal Gear Solid 3	#112
Midnight Club 3: DUB Edition	#114
Mortal Kombat: Shaolin Monks	#119
Need For Speed: Underground 2	#116
Prince Of Persia: Warrior Within	#109 & #110
Pro Evolution Soccer 3	#94
Pro Evolution Soccer 4	#107
Pro Evolution Soccer 5	#120
Project Zero 2	#101
Rainbow Six	#99
Ratchet & Clank 2	#95
Ratchet & Clank 3	#115
Red Dead Revolver	#102
Resident Evil 4	#120
Rise To Honour	#100
Shadow Of Rome	#111
Shrek 2	#103
Silent Hill 4	#106
The Sims Bustin' Out	#96 & #97
Smash Court Tennis 2	#102
SOCOM II	#99
Sonic Heroes	#98
Spawn: Armageddon	#99
Spider-Man: The Movie 2	#104
Splinter Cell: Pandora Tomorrow	#102 & #103
Splinter Cell: Chaos Theory	#113
Star Wars Battlefront	#106 & #107
Star Wars: Episode III Revenge Of The Sith	#115 & #116
Syphon Filter	#104
Tekken 5	#115
The Sims 2	#120
The Suffering: Ties That Bind	#119
Tiger Woods 2005	#106
TimeSplitters: Future Perfect	#112 & #113
Transformers	#101
Tom Clancy's Ghost Recon 2	#110
Tom Clancy's Rainbow 6 Lockdown	#118
Tony Hawk's Underground 2	#107 & #108
UEFA Euro 2004	#102
Ultimate Spider-Man	#120
The Urbz: Sims In The City	#109
Viewtiful Joe	#107
WWE Smackdown! Here Comes The Pain	#96

THE INCREDIBLE HULK: ULTIMATE DESTRUCTION

An abominable boss



Use the object littered around to throw at him.



QUICK TIP!

Don't let him grab the last generator - even if you hit him, it'll be destroyed!

Do not allow Abomination to destroy the dam before the evacuation is complete

I've managed to get past all the other bosses, but I can't defeat Abomination. He keeps destroying the four generators and making the dam collapse. What are the best tactics to beat him?

Rob Edmonds, Solihull

There are plenty of objects to throw at him, so keep moving so he can't grab you, and pick stuff up as you go. There are also a few planes flying around shooting at both of you, so try to grab them and throw them at Abomination. As you'd expect, Critical Mass attacks will cause considerable damage to him, but there isn't much in the way

of green orbs and you'll need to run up the dam wall itself to grab some.

The best way to cause harm to Abomination is to attack while he's attempting to destroy a generator. Hit him enough and he'll fall on top of the generator and receive an electric shock. However, this also results in the destruction of the generator, so don't do this if there's only one left! If Abomination manages to pick up a generator, run away quickly or he'll throw it straight at you. Even if it doesn't hit you, the shockwave from the explosion can cause you harm, so jumping into the water might be the wise move here.

100% PlayStation 0% fair

PowerStation

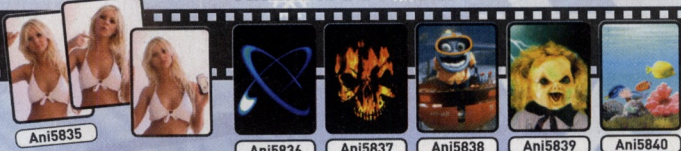
Calls cost £1.50 per minute at all times. Call charges will appear on your standard telephone bill. Please seek permission from the person paying the bill, before calling. Operating hours seven days a week, from 8am till 11pm. If you have any queries call the customer helpline on 0870 739 7602.

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Live Cheats Hotline!

0906 9060376

Animated Screensavers - Txt to 84888*



Wallpapers Manah Manah



Ringtone

polyphonic - monophonic - real
Manah Manah Tone2564 Tone2565 Real2604

Videoringtone

Animated
Wallpapers



Chartbreakers Txt to 84888*

	realtones	polyphonic
Bloc Party - Two More Years	Real2575	Tone2550
Bob Sinclair - Love Generation	Real2576	Tone2551
Depeche Mode - Precious	Real2577	Tone2552
Exorcist (Tubular Bells)	Real2578	Tone2553
Feeder - Shatter	Real2579	Tone2554
Gorillaz - Dare	Real2580	Tone2555
Halloween	Real2581	Tone2556
Katie Melua - Nine Million Bicycles	Real2582	Tone2557
Lee Ryan - Turn Your Car Around	Real2583	Tone2558
Lisa Scott-Lee - Electric	Real2584	Tone2559
Mariah Carey - Get Your Number	Real2585	Tone2560
Mission Impossible	Real2586	Tone2561
Mortal Kombat	Real2587	Tone2562
Mylo - Doctor Pressure	Real2588	Tone2563

Realtone Charts Txt to 84888*

1) Sugab. - Push The Button	Real2589
2) Kanye West - Gold Digger	Real2590
3) Pussycat Dolls - Don't Cha	Real2591
4) Rhianna - Pon De Replay	Real2592
5) 50 Cent - Outta Control	Real2593
6) J. Blunt - You're Beautiful	Real2594
7) Sean Paul - We Be Burnin'	Real2595
8) Daniel Powter - Bad Day	Real2596
9) Body. - I Like The Way...	Real2597
10) Faithless - Insomnia	Real2598
11) The Game - Hate It Or...	Real2599
12) Black E. Peas - Don't Lie	Real2600
13) Eminem - Ass Like That	Real2601
14) Prodigy - Breathe	Real2602
15) K. Clarkson - Behind These...	Real2603

Sound Effects Txt to 84888*

Am I Bothered**	Mad1230
An Offer You Can't...	Mad1231
Best Of Britain**	Mad1232
BlingBling - Textmessage	Mad1233
Car Alarm Device With...	Mad1234
Country-Mouse	Mad1235
Cute Geordie	Mad1236
Dixie Horn	Mad1237
Elvis - Caught In A...	Mad1238
From Dark Side**	Mad1239
Pick It Up, You Hear!	Mad1240
Please Won't You...	Mad1241
Swearing Phone	Mad1242
This Phone Is Stolen	Mad1243
Your Text Is Coming	Mad1244

Ringtone Charts Txt to 84888*

	realtones	polyphonic
1) Pussycat Dolls - Don't Cha	Real2565	Tone2540
2) Sugababes - Push The Button	Real2566	Tone2541
3) Kanye West - Gold Digger	Real2567	Tone2542
4) Sean Paul - We Be Burnin'	Real2568	Tone2543
5) M.V.P. - Roc Ya Body	Real2569	Tone2544
6) Robbie Williams - Trippin'	Real2570	Tone2545
7) U2 - All Because Of You	Real2571	Tone2546
8) Friday Hill - Baby Goodbye	Real2572	Tone2547
9) Daniel Powter - Bad Day	Real2573	Tone2548
10) Liberty X - Song 4 Lovers	Real2574	Tone2549

Named artists may have no connection with the featured ringtones & may not be the only artists who have recorded the song.

Ringtoneking Stars

Ringtone	poly	mono	real
Lampy The Bat	Star5666	Star5667	Star5668
Brown Bear	Star5669	Star5670	Star5671
Funky Munky	Star5672	Star5673	Star5674
The Orcas	Star5675	Star5676	Star5677

Videoringtone



**Sounds performed by impressionists - not endorsed or approved by any personality involved or any broadcasting institution.

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HARDCOPY

► SPONSORED BY  TRADE OLD FOR NEW OR GET CASH FOR YOUR GAMES

Welcome to your section of the magazine, where you can have your say on whatever you fancy. You can write in to Hardcopy via the usual address, or email powerstn@paragon.co.uk. Alternatively, head over to the forums at www.totalgames.net to meet some like-minded individuals and talk with other games fans!

TOTAL GAMES
#.net



The star letter of the month, as judged by us, will win its sender a top title for the PS2 or PSP. All you need to do is indicate on your letter whether you want a PS2 or PSP game as a prize and we'll do the rest!

www.cex.co.uk

You don't need to be lucky to get the best from CeX. As well as offering all format games plus DVDs at knockdown prices, CeX is the best place to trade your old games for new, or sell them for unbeatable cash payouts. Check the new games and huge range of classics at www.cex.co.uk or visit newly opened CeX stores in Bristol, Liverpool, Manchester, Nottingham, Solihull or Wolverhampton.

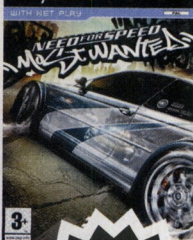
The Prize

We'll send you a top-selling recently released title for the format of your choice (PS2 or PSP). Feel free to ask for a specific game on your letter, but we regret that it may not always be possible to get you the exact title you ask for.

PlayStation 2



PlayStation 2



PlayStation 2



If you don't have internet access, you can call CeX on **0845 345 1664**



■ Buzz! Originality, huzzah!

Same Old Same Old

Dear PowerStation

Why don't we ever see any new games? Looking at your guides this issue, it was all sequels and games being moved from other consoles. Don't get me wrong, I think a lot of the games coming out now are really good, but they all seem to do the same thing as last year's batch! Can't games companies be original for once?

Mel S, Yorkshire

■ A lot of the games we see nowadays are just sequels and updates, it's true. But a lot of the time



■ Xbox only? You could always get TimeSplitters...

those updates can result in a brand-new game. Compare Resident Evil 4 to the original Resident Evil and you can see how good sequels can be. However, we would like to see publishers bringing out original games like Pursuit Force more often.

An Exclusive Club

Dear PowerStation

I'm so sick of games that only come out on one machine! Games like Resident Evil 4, Super Smash Bros, Rogue Squadron, Halo 2 and Far Cry: Instincts look great, but I'll never be able to play them unless I can get the money for not just my PlayStation2,



■ Soul Calibur 3 knicker elastic - only on PS2!

but also a GameCube and Xbox! I'm sure the developers could make more money by selling these games on all three consoles, so why can't we see more of them?

Mark Warriner, Kent

■ Programming a version of a game for lots of systems can be a lot of trouble, so some companies reckon it's not worth it. Also, they sometimes have exclusive deals with the console makers, like Capcom did with Nintendo for the Resident Evil games. However, it's not all bad: Star Wars Battlefront II should take care of some of your cravings, and check out this and last issue for our PS2 Resident Evil 4 solution. And of course, it goes both ways: Soul Calibur 3 is PS2-only.

Game Girls

Dear PowerStation

Who are your favourite girls in games? I used to really like Sophitia in Soul Calibur, or Taki. They're gorgeous! I never liked Lara Croft though: her face looks too flat.

Kevin King, Birmingham

■ Well, Jade in Beyond Good And Evil is a strong and interesting character, but finding women in games attractive? Erm... no. They're not real, you see. Not real. And made out of polygons. Except in Weird Science.



■ There you go Kevin, just for you.

GORGEOUS GAME GIRL



■ Please don't think this will impress the DVLA.

Driving Ambition

Dear PowerStation

While I was in the library, I saw a PC game that lets you practise for your driving test. I'm 17 and want to take my test this year, but I only have a PS2. Can you get this for the PS2, and have you got any tips on it? I'd love it if you did, as it'd also get my mum to see how great games are! I know you just did *Burnout Revenge* in the last issue, but I don't think that would help me much!

Tim Stewart, Kidderminster

■ You're definitely right about *Burnout* not being the best place to practise before you go out on the roads. And the same goes for *GTA*! Unfortunately, there isn't any software like this for the PS2 at the moment, which is a shame as it would be useful, and would certainly make consoles look more practical. For now, you'll have to rely on L-plates and a copy of the *Highway Code*, Tim. Sorry!

Age Concern

Dear PowerStation

I'm so angry with my mum! We were out at the shops and I asked if I could get a game. She said yes, so I chose *GTA: San Andreas*. Then she said I couldn't have it, as it was an '18'! So I chose *Metal Gear Solid 3* instead, and she said that was a '15' and I couldn't have it either! All the magazines say these are great games,



■ This is an '18' for a reason.

but because I'm only 12, I can't play them! It's not fair to us younger gamers at all. Is there anything I can say to her to make her change her mind?

Sean Rawlings, Edinburgh

■ You'll hate it, but you mum is right. Games, like films, have ratings for a reason. Would you expect your mum to let you watch *City Of The Dead* at the cinema, or late-night *Channel 4*? Anyway, there are lots of games that you can play. Check out *Pursuit Force* or *From Russia With Love*, both of which have guides in this issue.

Katamari Cravings

Dear PowerStation

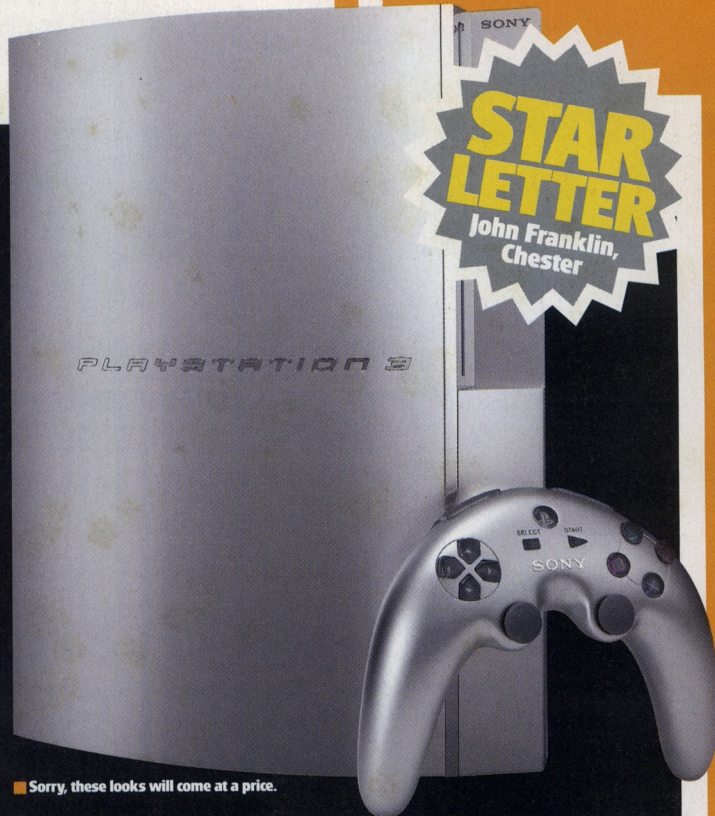
I just played *Katamari Damacy* at my friend's house. I think it's fantastic, but he says I won't be able to play it or the sequel on my machine because they only came out in Japan and America! Please tell me that my mate's an evil liar, as I love this game and can't believe that the companies wouldn't want us poor people over here to play it!

Aaron Morse, Cardiff

■ Well, your friend is half right, so maybe he's only a semi-evil liar. The first *Katamari Damacy* didn't come out here but the good news is that the sequel, *We ♥ Katamari*, will be released here by EA early in 2006. Hopefully you can hang on until then!



■ We ♥ Katamari will be here soon.



■ Sorry, these looks will come at a price.

The Cost Of Progress

Dear PowerStation

I heard that games on the PS3 will be even more expensive than the ones we buy now! Is this true? I don't pirate games at all, and try to buy cheap and used games whenever possible. However, with a game I really want to get, I'll have to spend 40 quid to get it new! I wanted to get a PSP, but it seems that the games for that are all 35 pounds or more as well! I bet games in Japan and America aren't that expensive, so we pay more anyway, and they're still putting the prices up! Why are the games companies so greedy? Surely they lose money from people buying used games and pirating when they make the games too expensive?

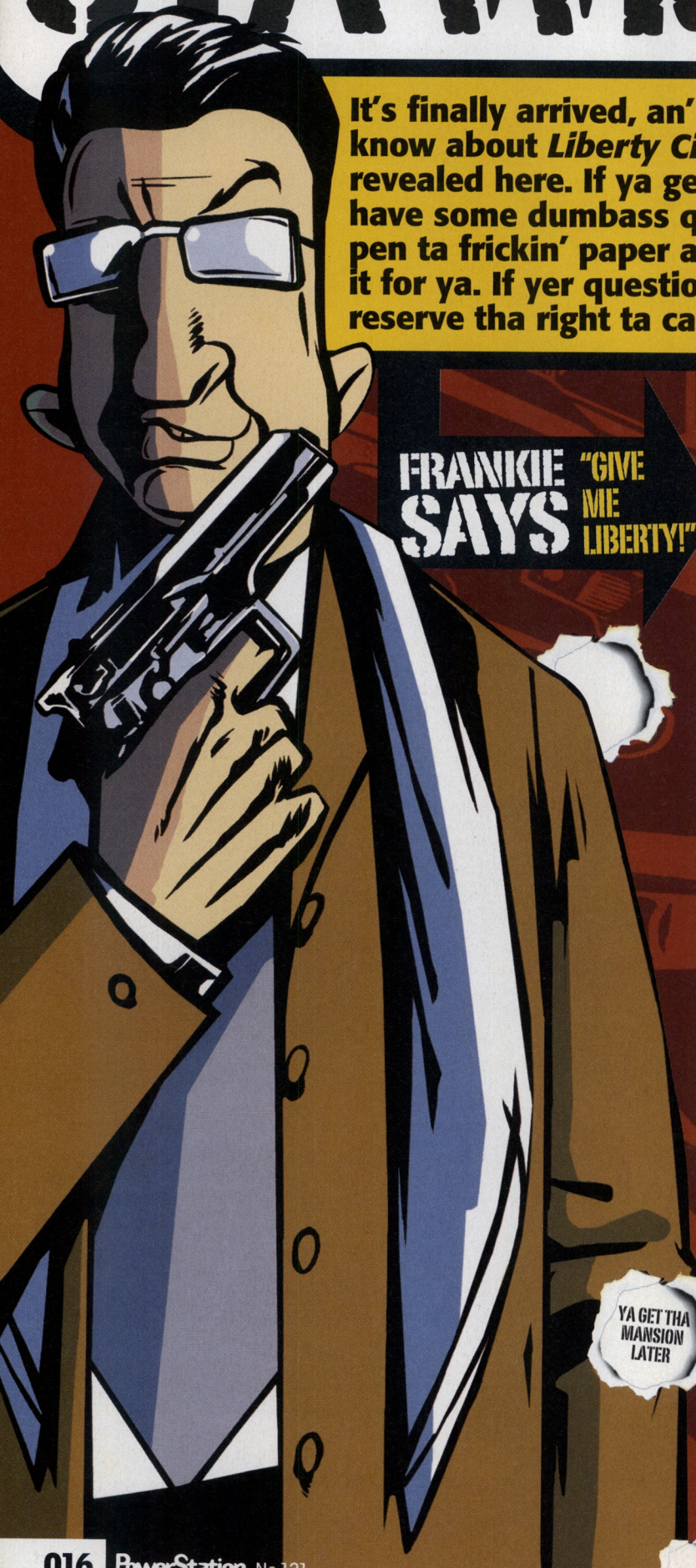
John Franklin, Chester

■ First off, brace yourself: it seems likely that games on the next generation of consoles, such as the PS3 and Xbox 360, will be more expensive than those now – from 50 pounds and up. Unfortunately, as the games get bigger and the consoles get more powerful (and complicated!), it costs more money to develop games, so the developers have to raise the prices. The games will also become more expensive in the US and Japan although, as now, it seems they'll still pay less than us. Sadly, it looks as if you'll have to continue paying a lot for games, so make sure you try to rent and/or check reviews before you shell out to buy a game.



■ PSP games are pretty expensive too.

GTA WISEGUYS



It's finally arrived, an' all you need to know about *Liberty City Stories* will be revealed here. If ya get stuck or just have some dumbass question then put pen ta frickin' paper an' let Frankie sort it for ya. If yer question is too dumb I reserve tha right ta call youse a moron.

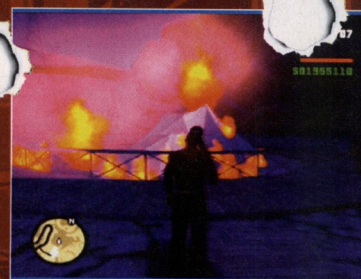
FRANKIE SAYS "GIVE ME LIBERTY!"

Dear Frankie,
I've heard there is a volcano somewhere in *San Andreas*, is this true? It sounds like a load of crap if you ask me but it's not a rumour I've heard too much about. Can you clear it up for me?

Peter Hayes, via email

FRANKIE SAYS: Well it ain't strictly a volcano but I know what ya mean. Ya need ta get ya ass over ta Regular Tom near tha Sherman Dam. Regular Tom is a geyser, which normally spurts out water. However, if ya fire a rocket at it, Tom will turn into a flaming miniature volcano – though it'll still spurt out water. Happy?

Dear Frankie,
When you go to Madd Dogg's mansion in the mission where you have to steal his rhyme book, the game says you can come back later once you have finished the mission. But I don't know how you can do



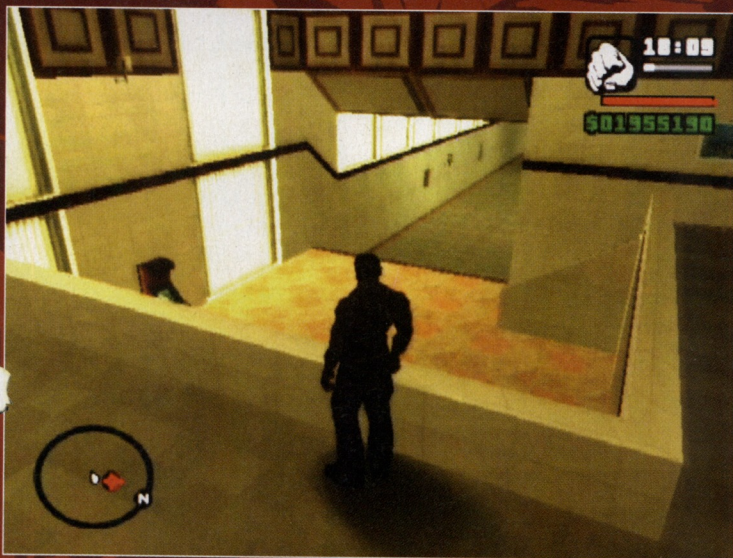
■ Fire a rocket at tha geyser ta set it alight.

that as the door is shut. How do you get back into Madd Dogg's mansion?
Liam McGillicuddy, Queensbury

FRANKIE SAYS: Madd Dogg's mansion isn't available until later on in tha game, so don't even try ta get inside until ya complete all tha Las Venturas missions an' return ta Los Santos, cos ya won't be able to.

Hey Frankie,
In issue 109 the car list says there is a SWAT vehicle and an FBI Truck. I have never seen either of them, except when playing the final mission. Where can I find them?
Luke, Kent

FRANKIE SAYS: Tha final mission is tha only place where ya can get yer mitts on those vehicles. What ya gotta do is steal tha vehicle ya want an' drive it to one of yer garages. You'll fail tha mission but ya can just do it again.



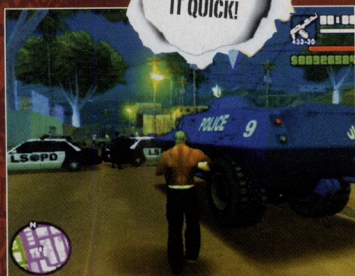
■ Ya can only get into Madd Dogg's mansion later in tha game.

YA GET'THA MANSION LATER

FRANKIE SORTS IT!
Send your questions or cheats to:
GTA Wiseguys,
POWERSTATION,
Paragon House,
St Peters Road,
Bournemouth,
BH1 2JS

Or email
thefinger@
paragon.
co.uk

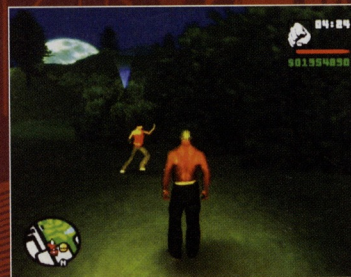
SWAT THA
HELL? STEAL
IT QUICK!



■ Drive it to yer garage before tha cops notice.



■ Change tha record or I'll shoot tha frickin' DJ.



■ Get yerself in shape before chatting up Katie.



■ There's no easy way ta do tha Zero missions.

Once it's complete, go back to yer garage and tha vehicle will be there ta use whenever ya want.

Dear Frankie,

Here is something really cool – you can skip songs on the radio. Change to another station, then back to the station playing the song you don't like. As soon as the name of the station at the top of the screen turns yellow, change station again. Go back again to the first station again and, if you did it right, the song that was playing should have been skipped.

Adam Nichols, Mystery Town

FRANKIE SAYS:

For once a letter that actually has somethin' of use in it. If any of ya hate tha songs dat much, now ya can skip 'em thanks ta Adam. Shame he's too dumb ta put down where he's from – moron.

Dear Frankie,

I'm stuck on the mission after Stowaway and I don't even know what it's called. Can you tell me what it's called and how to do it? Can you also send me cheats for the Katana, Mountain Bike and Sanchez, if there are any? As someone said in issue 115, stop saying 'frickin' – it's such a lame word!

Jordan Bryce, Scotland

FRANKIE SAYS:

Well, ya frickin' moron, how about ya just shut tha hell up! I'll say whatever frickin' words I frickin' well please, ya mook. There ain't no cheats fer those vehicles, an' tha mission yer stuck on is 'Black Project'. It's a tough one all right, especially fer an idiot like yerself. Ya gotta make sure ya start tha mission with full health an' armour, as those army guys don't appreciate ya breakin'

into their base. When ya get inside, keep yer eye out fer more health an' armour; you'll find some lyin' around.

Dear Frankie,

Could you please tell me where to get an FBI Truck? Oh, and by the way, is there a cheat to play as Jack and Deckster?

Matthew Milliken, Northern Ireland

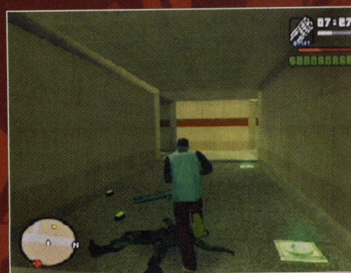
FRANKIE SAYS:

Not another one! See my reply ta Luke's letter for yer first question. As fer Jack and Deckster, where do I frickin' start? First off, it's Jak and Daxter ya moron. An' second, why tha hell would there be a cheat ta play as them? What are you on!? Go away an' think of a better question dat don't waste my valuable time.

Dear Frankie,

I have a problem: I can't find the girlfriend at the Avispa Country Club in San Fierro. I have looked everywhere for her. Can you show or tell me her whereabouts? By the way, when I buy your magazine, shopkeepers always say something sexist about me being a female gamer. What's wrong with being a girl who likes playing games? You're the best, love ya!

Catherine Westhead, Fleetwood



■ Keep ya eyes peeled fer health in Black Project.

FRANKIE SAYS: There ain't nothin' wrong wit being a broad dat plays games, as long as ya don't forget tha needs of yer man. Tell that shopkeeper ta stick it an' go somewhere else.

As fer Katie, ya should find her in tha north-east corner of tha club, practising T'ai Chi near tha road, between tha times of 12:00 an' 00:00 (though sometimes ya might see her after then). She like lots of muscle an' sex appeal so make sure ya buff yerself up an' wear some cool threads.

Dear Frankie,

I'm on the second mission for Zero but it's really hard and I can't get past it. Could you find me a cheat to skip it or something?

Matthew, via email

FRANKIE SAYS:

There ain't no cheat ta skip it – too bad. There ain't no denying that it's a

tough mission but ya don't needta complete it ta get ta tha end of tha game. If ya do wanna complete it ya need ta get some practice flyin' that RC plane, as you ain't got enough time or fuel fer any mistakes.

Dear Frankie,

I've been trying to get into the airports around San Andreas but I need a pilot's licence. I don't know where the pilot school is. Could you please tell me? By the way Frankie, thanks for all the tips. You're a doll.

Michael Collison, Kings Lynn

FRANKIE SAYS: If ya wanna get into tha airports tha legit way then ya gotta complete Toreno's missions in tha Desert then buy tha airstrip. Tha first mission at tha airstrip will teach ya how ta fly an' give ya a pilot's licence. Ya call me a doll again I'll break ya legs!

LEARN TA
FLY, YA
MORON



■ Take flyin' lessons at tha airstrip to earn yer pilot's licence.

STUCK ON a mission? can't find the best weapons and hidden packages? then read this complete walkthrough guide FOR all this info and a whole lot more!

PLAY.

"GUARANTEED TO GIVE YOU A HARD DON"

PLAY COMMENT

ISSUE 135 OUT NOW

INFORMATION

GTA: LIBERTY CITY STORIES

PUBLISHER	ROCKSTAR
GENRE	ACTION
PRICE	£39.99
PLAYERS	1-6
NETWORK PLAY	WI-FI

GUIDE WRITTEN BY: SIMON GRIFFIN



Any questions about this guide? Contact me via:

EMAIL
simong@paragon.co.uk
FORUM NAME
Si@Powerstation

WWW.TOTALGAMES.NET

Grand Theft Auto

Liberty City Stories



the cheats

OUR MATE TONI FOUND ALL THESE CODES IN THE BOOT OF A CAR. DON'T TELL NOBODY WE GAVE 'EM TO YOU, CAPEESH? ENTER THE CODES DURING GAMEPLAY (NOT WHILE PAUSED). A MESSAGE WILL CONFIRM CORRECT ENTRY.

WARNING:
ENTERING THESE CHEATS CAN AFFECT YOUR SAVED GAME. IF YOU USE THEM, IT'S BEST TO REMOVE ANY MEMORY STICK FIRST

character cheats

Get \$250,000	⬇ x2, ⬆ x2, ⬇ x2, ⬆ x2
Get Armour	⬇ x2, ⬆ x2, ⬇ x2, ⬆ x2
Get Health	⬇ x2, ⬆ x2, ⬇ x2, ⬆ x2
Get Weakest Weapons	⬆ x2, ⬇ x2, ⬆ x2, ⬇ x2
Get Medium Weapons	⬆ x2, ⬇ x2, ⬆ x2, ⬇ x2
Get Strongest Weapons	⬆ x2, ⬇ x2, ⬆ x2, ⬇ x2
Increase Your Media Rating	⬆ x2, ⬇ x2, ⬆ x2, ⬇ x2
Increase Your Wanted Level	⬆ x2, ⬇ x2, ⬆ x2, ⬇ x2
Change Toni Into Random Pedestrian	⬆ x2, ⬇ x2, ⬆ x2, ⬇ x2
Die	⬆ x2, ⬇ x2, ⬆ x2, ⬇ x2

vehicle cheats

Generate Rhino At Your Location	⬇ x2, ⬆ x2, ⬇ x2, ⬆ x2
Generate Trashmaster At Your Location	⬇ x2, ⬆ x2, ⬇ x2, ⬆ x2
Shiny Chrome Vehicles	⬇ x2, ⬆ x2, ⬇ x2, ⬆ x2
All Cars Are Black	⬇ x2, ⬆ x2, ⬇ x2, ⬆ x2
All Cars Are White	⬇ x2, ⬆ x2, ⬇ x2, ⬆ x2
Amphibious Cars	⬇ x2, ⬆ x2, ⬇ x2, ⬆ x2
Mini-Wheels For Bikes	⬇ x2, ⬆ x2, ⬇ x2, ⬆ x2
All Vehicles Have Light Handling	⬇ x2, ⬆ x2, ⬇ x2, ⬆ x2
Make All Nearby Cars Explode	⬇ x2, ⬆ x2, ⬇ x2, ⬆ x2

gameplay cheats

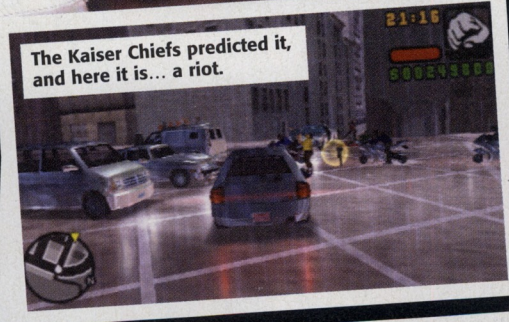
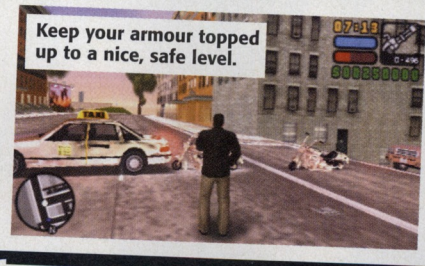
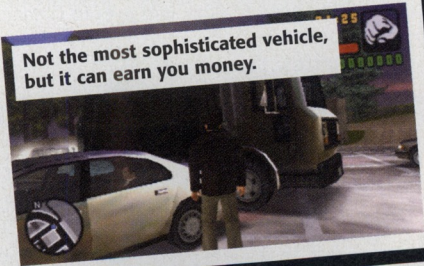
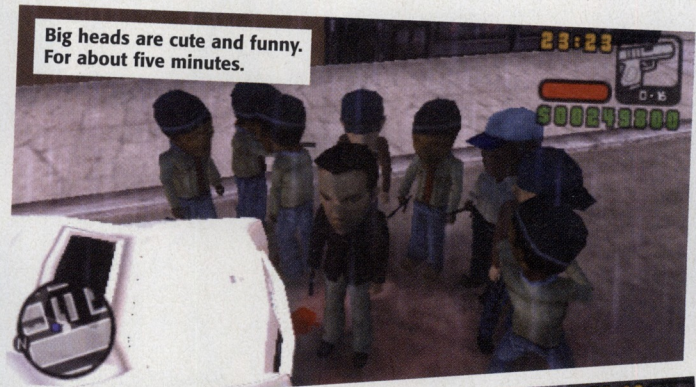
Turn Off Wanted Level	⬇ x2, ⬆ x2, ⬇ x2, ⬆ x2
Speed Up Game Clock	⬇ x2, ⬆ x2, ⬇ x2, ⬆ x2
Speed Up Gameplay	⬇ x2, ⬆ x2, ⬇ x2, ⬆ x2
Slow Down Gameplay	⬇ x2, ⬆ x2, ⬇ x2, ⬆ x2
Flip To Upside-Down View	⬇ x2, ⬆ x2, ⬇ x2, ⬆ x2
Flip Back To Normal View	⬇ x2, ⬆ x2, ⬇ x2, ⬆ x2
Play Credits (hold ⬇ to speed them up)	⬇ x2, ⬆ x2, ⬇ x2, ⬆ x2

world cheats

Rude Drivers	⬇ x2, ⬆ x2, ⬇ x2, ⬆ x2
Traffic Lights Are Always Green	⬇ x2, ⬆ x2, ⬇ x2, ⬆ x2
Change To Clear Weather	⬆ x2, ⬇ x2, ⬆ x2, ⬇ x2
Change To Foggy Weather	⬆ x2, ⬇ x2, ⬆ x2, ⬇ x2
Change To Overcast Weather	⬆ x2, ⬇ x2, ⬆ x2, ⬇ x2
Change To Rainy Weather	⬆ x2, ⬇ x2, ⬆ x2, ⬇ x2
Change To Sunny Weather	⬆ x2, ⬇ x2, ⬆ x2, ⬇ x2

pedestrian cheats

Super-Huge Heads	⬇ x3, ⬆ x2, ⬇ x2, ⬆ x2
Pedestrians Follow You	⬇ x3, ⬆ x2, ⬇ x2, ⬆ x2
Pedestrians Begin To Attack You	⬇ x2, ⬆ x2, ⬇ x2, ⬆ x2
Pedestrians Are All Armed	⬇ x2, ⬆ x2, ⬇ x2, ⬆ x2
Pedestrians Start A Riot	⬇ x2, ⬆ x2, ⬇ x2, ⬆ x2



unlockables

UNLOCK

- Lose no money when busted
- Fireproof Toni
- Infinite sprint
- +50 Armour
- +25 Health
- +25 Health
- Bickle '76 taxi
- Bulletproof Avenger bike at Portland safehouse
- Bulletproof Landstalker at Shoreside Vale safehouse
- Hellenbach GT (in showroom)
- Manchez bike (at dirt bike course)
- M60 machine gun

COMPLETE

- Avenging Angels missions in Staunton
- Firefighter level 12
- Paramedic level 12
- Vigilante level 12
- Noodle Punk level 10 (Portland)
- Well Stacked Pizza level 10 (Staunton)
- Drop off 100 passengers in taxi
- Avenging Angels missions in Portland
- See The Sight Before Your Flight level 12 (Shoreside Vale)
- Car Salesman level 4 (Portland)
- All ten Bump & Grind courses (Portland)
- All 20 Rampages

100% complete

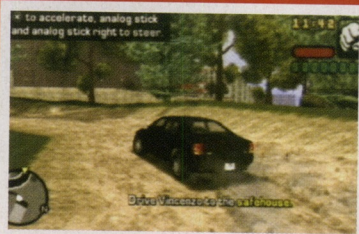
to get a 100% game completion rating, you need to do the following.

- Complete all story missions
- Complete all odd jobs
- Win all races
- Collect all 16 cars in Car-azy
- Car Giveaway (Staunton)
- Collect all 100 Hidden Packages
- Complete all 26 Stunt Jumps
- Complete all 20 Rampages

PORTLAND island

Vincenzo Cilli's missions

FIRST MISSION



HOME SWEET HOME

» Once you've had a chat with Salvatore, Vincenzo will lead you outside to the car. You need to drive over to your safehouse, so hop into the driver's seat and head down the driveway to the main road. Go west down the street opposite, then turn right at the bottom, then right again and into the alley on the right. Stop at the yellow marker and walk over to the door. Once upstairs, walk into the clothes icon to change, then go back down to the car. Get back in and reverse back out into the road. You now need to take Vincenzo over to his place at Atlantic Quays. Head south and follow the marker on the radar to drop Vincenzo off. Now he will be available for jobs.

Reward: \$100



Maybe he needs some encouragement to get off his ass and do some work.

After a little gentle persuading, the dealer will get back to work.

SLACKER

Vincenzo has a dealer who isn't pulling his weight and he wants you to tell him to get working. Jump into a car and drive over to Saint Mark's to find the dealer. After a quick chat he'll get into the car with you. Now you need to drive him over to Chinatown so he can deal. Stop at the yellow marker to let him out and complete the mission.

Reward: \$100

dealing Revenge

The Sindaccos have whacked that dealer you dropped off in Chinatown so Vincenzo wants you to get over there and take revenge. Drive to Chinatown and stop at the yellow marker. Now you'll experience your first bit of hand-to-





hand combat. Beat the crap out of the Sindacco dealer in the alley then head back to the road. On the other side of the street you'll see another dealer to the north-east, so get over to him and punch him to the floor. There is one last dealer around the corner to the south-west. You'll pass your car on the way so you can simply hop in, drive round the corner and run him down – if you don't mind taking out a few innocent bystanders in the process.

Reward:

\$500

snuff

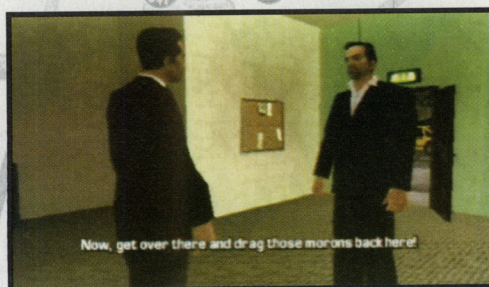
JD O'Toole is running a Sindacco-controlled strip club but he wants to join the Leone family. Before he can do that, you need to get rid of some Sindacco goons who are leaning on him. Grab a car outside Vincenzo's place and drive north to the Ammu-Nation in the Red Light District. Head inside to pick up your free Pistol, then get back into the car. Drive north-west to the construction site in Hepburn Heights and stop at the yellow marker. You're now on foot so shoot the two Sindaccos ahead and move into the tunnel. Kill another two goons on the other side then head left to the car. Your main target is behind it, so move round and take him out. Once he is down, pick up his cellphone and answer it. JD is on the other end and tells you to take the car, which is a rather rare Hellenbach GT, as a deposit for the money he owes you. Get in the car and drive forward and up the ramp in front of you. Once on the road, drive right to the Pay 'n' Spray on the left to get the car re-sprayed and complete the mission. JD O'Toole will now have some missions for you.

Reward:

\$500

smash and grab

Some Leone boys have botched a raid across town and are pinned down by the cops. Vincenzo wants you to rescue the morons and bring them to his



Get to the Pay 'n' Spray in the Red Light District.



place. Get yourself a four-seater car, preferably something reasonably fast – the Kuruma parked outside should do. Now head north to the gas station in Saint Mark's and drive up to the Leone boys, which will immediately give you a three-star wanted rating. Once they are all aboard, barge your way back out onto the road and head right. Look out for spike strips as you follow the road to the Pay 'n' Spray in the Red Light District. Get the car re-sprayed to lose your wanted rating, then head back to Vincenzo's place in Atlantic Quays to complete the mission.

Reward:

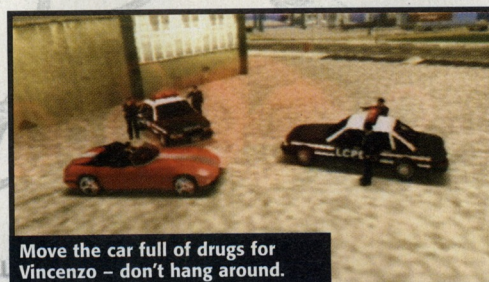
\$1,000

hot wheels

Vincenzo needs you to move a car full of drugs for him. The car is parked a short drive away in Trenton, so get over there and get behind the wheel. The cops will arrive as you drive off – Vinnie set you up! Barge your way past the police and head to the Pay 'n' Spray in the Red Light District to lose your wanted rating. You shouldn't have a problem outrunning the cops in the Banshee but try not to crash, as it's not a particularly sturdy vehicle. Once the cops are off your tail, drive the car to Vincenzo's lock-up in Saint Mark's, just up the street from your safehouse. Before you can drive it into the garage Vinnie will give you a call, which ends with Toni quitting his job. Now you need to teach Vincenzo not to mess with you again, so take a short drive down the road to the car crusher and stop in the yellow marker to get the car crushed, which will complete the mission.

Reward:

none



the Portland chainsaw masquerade

VINCENZO WILL GIVE YOU A CALL AFTER YOU COMPLETE THE MISSION 'THE MADE MAN'

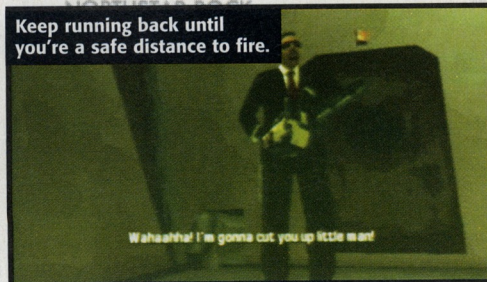
Before you start this mission, you need to make sure you have a shotgun and a supply of about 30 rounds. Some armour is also wise but not essential. If you want to top up your shotgun rounds, get into as many police cars as you can. Each time you do, you'll get five rounds.

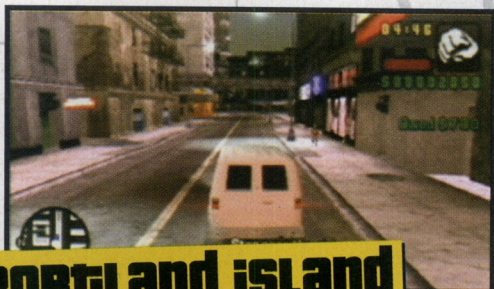
Vincenzo wants you to meet him on the cargo ship just east of his place. Get to the yellow marker to enter the ship, then move forward and down the stairs on the left to the hold. Halfway down the stairs is some armour. Grab it if you need to, then continue to the bottom. It's a trap and you're shut in the hold with a bunch of chainsaw-wielding goons. This is where the shotgun comes in handy – take aim and shoot a couple of the wiseguys coming towards you, then start running. No matter how close they get to you the goons have to stop moving before they take a swing with the chainsaw. Once you have gained a reasonable distance, turn around and fire to take out one or two of the enemies. Quickly get moving again before they catch up and repeat the process. If you do take any hits from a chainsaw, there are a couple of health pick-ups in the room that you can collect.

Once the room is clear of enemies, Vincenzo will appear and start firing. Simply pump shotgun rounds into him until he's dead.

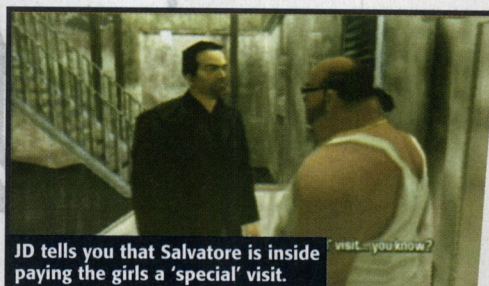
Reward:

\$3,000

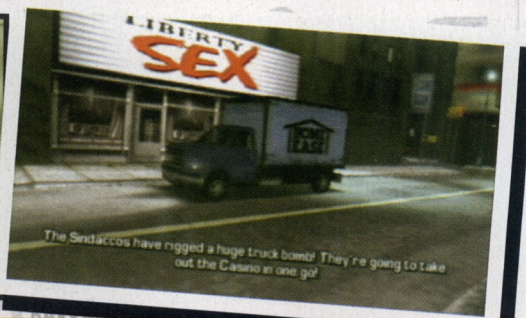




PORTLAND island



JD tells you that Salvatore is inside paying the girls a 'special' visit.



The Sindaccos have rigged a huge truck bomb! They're going to take out the Casino in one go!

JD O'TOOLE'S MISSIONS

bone voyeur!

Before you attempt this mission, make sure you aren't wearing your Leone suit, as JD won't speak to you if you are.

JD is getting ripped off so he wants a lift around the Red Light District to get the \$700 he is owed by his girls. Get in the van and drive around the nearby area to find the girls. Some will just be standing on the pavement, so drive up and they'll hand over the cash. You may find some 'servicing' clients in their cars in alleyways, so honk your horn to get their attention and they will pay up. Others may be handing over their takings to a pimp, so kill the pimp and take his money. The quickest way to do this is to simply run him over – but if you miss, just jump out and shoot him. You don't have all night so don't hang

around. Once you have collected all of the \$700, return JD to the club to end the mission.

Reward:

\$500

don in 60 seconds

The cops are about to raid the strip club and the Don is paying some of the girls a 'special' visit. You need to get him out before he's busted. He's waiting in the back of a Leone Sentinel parked in front of the club, so hop in as the cops arrive. You need to get to the Pay 'n' Spray, which is just behind you, but the road is blocked. Drive forward and head right then right again round the block, back to the Pay 'n' Spray. This way will take longer but you'll have fewer problems with the police. Once the car is re-sprayed, take Salvatore back to his house in Portland Beach. When this mission is complete Salvatore will be available for missions.

Reward:

\$1,000

a volatile situation

JD has heard that the Sindaccos are planning to hit the Leone casino in Saint Mark's. Drive over there and stop at the yellow marker. JD will call to let you know that some Sindacco goons are on their way now, so get ready for a firefight. When the first Sindacco car arrives, kill the occupants quickly then take their weapons. Another car will arrive shortly with more goons inside, some of whom have sub-machine guns. Kill them quickly then take their guns. One more Sindacco car will now arrive, so take out the attackers. In one last attempt to destroy the casino, the Sindaccos have rigged a truck-bomb, which is on its way to you. Get in a

car and intercept it, then do drive-bys to destroy it. If you fail to stop the truck before it reaches the casino the Sindaccos will park it outside and jam it in low gear. You only have a few precious seconds and the truck will only move very slowly so quickly climb aboard and drive it away from the casino until the meter says you are at a safe distance. Then jump out and get clear before it blows. If the casino survives the blast then the mission is complete.

Reward:

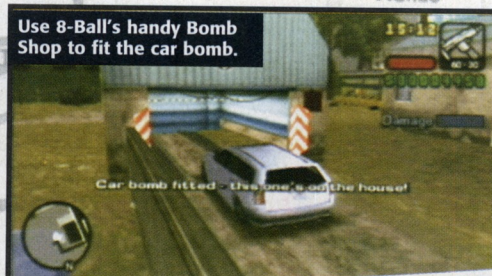
\$1,000

blow up 'dolls'

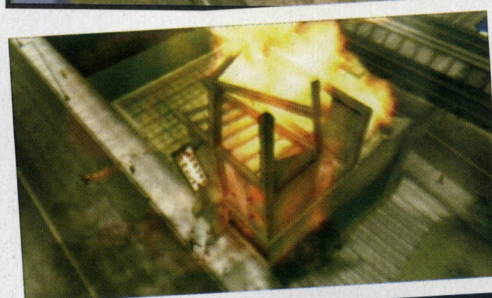
JD suggests you blow up The Doll's House, a Sindacco establishment that's key to their set-up. You need a car bomb and a suitable car to put it in. There's a Sindacco Argento handy parked outside the club, so get in that and head north to 8-Ball's Bomb Shop in Saint Mark's to get it rigged with explosives. Now drive carefully to The Doll's House in the Red Light District. There are Sindaccos guarding the entrance but as you are driving a Sindacco Argento they will let you in. Park it in the garage then leg it to the road and detonate the bomb to bring the place down and complete the mission.

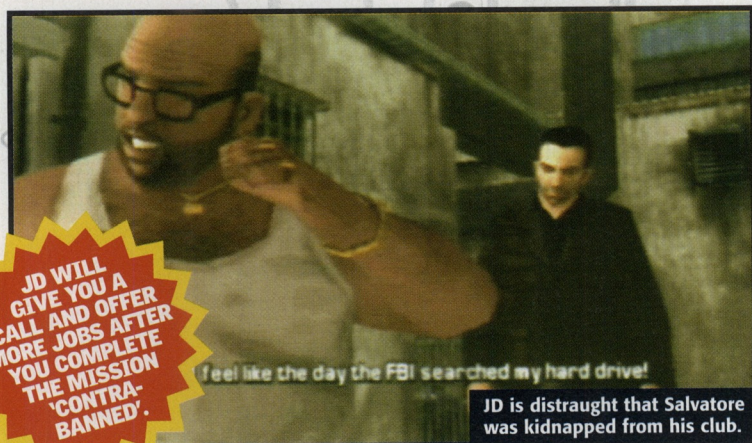
Reward:

\$1,500



Use 8-Ball's handy Bomb Shop to fit the car bomb.





JD WILL GIVE YOU A CALL AND OFFER MORE JOBS AFTER YOU COMPLETE THE MISSION 'CONTRA-BANDED'.

Feel like the day the FBI searched my hard drive!

JD is distraught that Salvatore was kidnapped from his club.

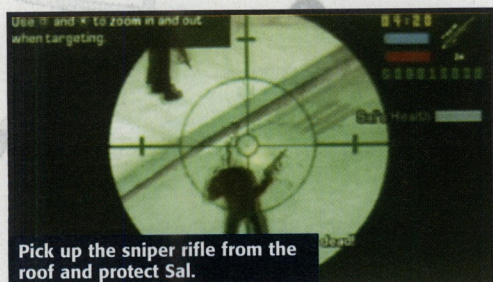
SALVATORE'S SALVATION

Salvatore has been kidnapped from JD's club by the Sindaccos. As you are leaving the club, one of the perpetrators will drive past, so quickly grab a car and follow him. Don't get too close as you follow him to Trenton. The Sindaccos have Sal in the trunk of a car, so you'll need to stop it. You can't shoot, as you might hit Salvatore, so you'll just have to ram them off the road. Don't be too aggressive and flip the car over, or Sal will perish when it explodes. Eventually they'll stop and get out of the car, so quickly gun them down and get behind the wheel. Drive the car back to Salvatore's place to rescue him and complete the mission.

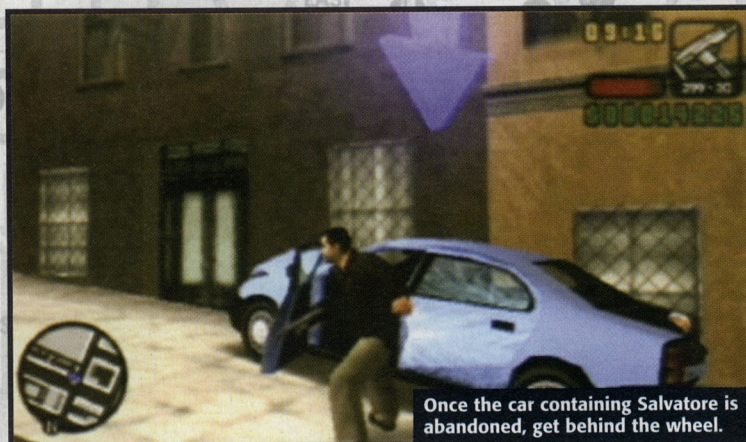
reward: \$1,500

the guns of Leone

Salvatore has gone crazy and is on his way down to the Red Light District to kill every Sindacco he sees. JD has placed a sniper rifle on the roof of the building opposite the club and wants you to ensure that no harm comes to Sal. Head into the alleyway and up the stairs, then pick up the rifle when you reach the top. Stand in the yellow marker and wait for Sal to arrive. When he does, the first group of Sindaccos will be over to the north-east, so zoom in and take them out before they cause too much harm to Salvatore (as indicated on his health meter). Sal and his men will now walk up the street. As they do, more Sindaccos will come from the alleyway opposite, so get them as they appear. As Sal reaches the end of the street more Sindaccos will arrive in



Pick up the sniper rifle from the roof and protect Sal.



Once the car containing Salvatore is abandoned, get behind the wheel.

vans so take them out. You'll now have to change position in order to continue protecting Salvatore. Move west along the rooftop, grab the adrenaline then go up the slope and look down into the street to the north. Kill the lone Sindacco, then turn your attention to more coming from the south. To get a clear shot you'll have to hop up onto the ledge (just press **Q** and Toni should perform a small jump up onto it). Look to the south and take out more Sindaccos, then kill the cops who arrive too.

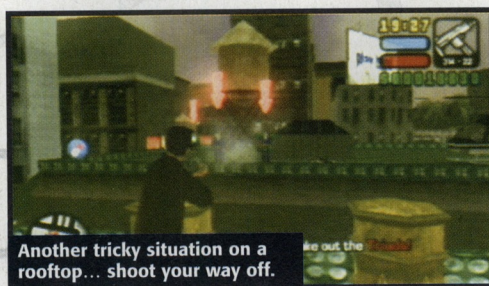
Once the street is clear of both Sindaccos and cops, Salvatore will make a run for the club and the mission will be complete.

reward: \$3,000

calm before the storm

Sal has a big-shot Sicilian at his house trying to negotiate peace between the families. However, Sal doesn't trust him and wants you to follow him once he leaves. Get a car and head over to Salvatore's place before Massimo leaves. He's travelling in a chopper, but it's easy to keep up with and it doesn't matter how close you stay to it so just keep an eye on the radar. The first places he arrives at is the construction site in Hepburn Heights where he has a meeting with the Diablos.

Once that's over he'll take off once again and head for Chinatown. He'll land on a roof when he reaches his destination, so you'll need to get closer to hear what he's discussing with the Triads. Head down the alley and up the stairs to the yellow marker. After you've heard a little of their conversation, a Triad will spot you. Now you've got to shoot your way off the roof. There are a few Triads opposite so take them out first then head right and take out another on the opposite side of



Another tricky situation on a rooftop... shoot your way off.

the roof. Take out any remaining Triads up here then make your way back to the stairs. There are more Triads on the ground so try to take them out from up on the roof if you can, then go back down the stairs to confront them head on. They arrived in a couple of trucks so blow them up to kill some of them out in the explosions, then finish the rest off with whatever gun you have to hand. The cops may also show up, so take out them if they pose a threat to you too.

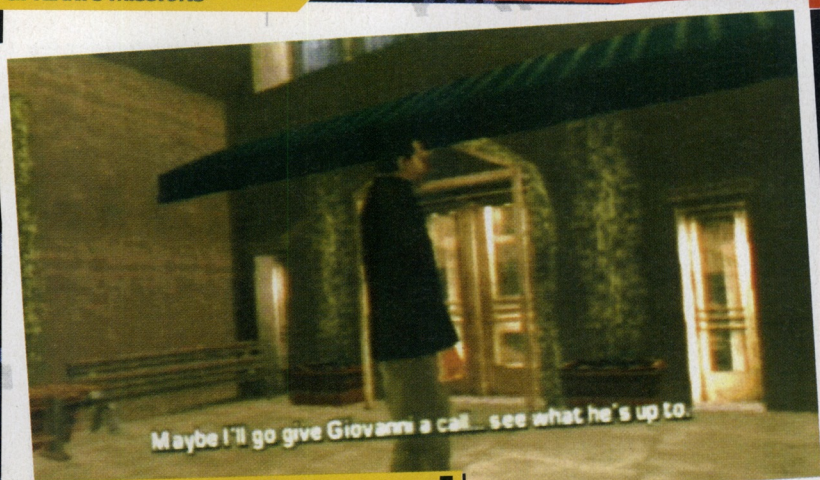
reward: \$1,000

the made man

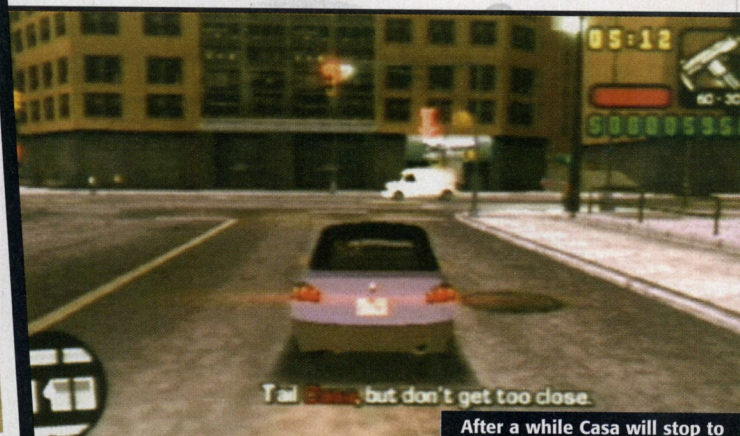
JD is going to be 'Made', so drive him and Mickey to the scrap yard in Harwood. On the way some Sindaccos will attack, so perform a drive-by to take them out. Continue to Harwood and stop in the yellow marker. Unfortunately it seems that Salvatore doesn't trust JD and has ordered Mickey to whack him. Now JD is dead in the front seat, the police will come after you if they see him. Mickey wants a ride home to Portland View. The cops will probably be on your tail by now so you can head over to the Pay 'n' Spray in the Red Light District if you want – however, be aware that this will only temporarily get them off your tail and they'll give chase as soon as they see you, so it's not really worth bothering. Instead put your foot down and head for Callahan Bridge. The bridge isn't finished yet so there's a handy gap that drops straight down to the water. Keep to the right-hand side, otherwise the car won't go over; and as you reach the edge, press **Q** to leap out. If you've done it right, the car should sail over the edge and plunge into the water below, completing the mission.

reward: \$1,500





Maybe I'll go give Giovanni a call... see what he's up to.

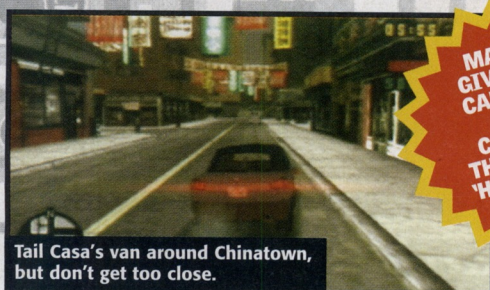


Tail Casa, but don't get too close.

After a while Casa will stop to pick up some prostitutes.

PORTLAND ISLAND

MA CIPRIANI'S MISSIONS



Tail Casa's van around Chinatown, but don't get too close.

MA WILL GIVE YOU A CALL WHEN YOU COMPLETE THE MISSION 'HOT WHEELS'

SNAPPY DRESSER

You need to prove to Ma that you're a better man than the pervert Giovanni Casa by taking some compromising photos of him. Head back to your apartment in Saint Mark's to get a camera, then drive to Giovanni's deli in Chinatown. He will come out and get into his van. Tail him, but don't get too close or you'll be spotted. Follow Casa around Chinatown until he stops to pick up a couple of prostitutes. Now he'll drive to a secluded area in Callahan Point, so stick close until he stops the van. He'll now show his perverted side, so jump out of your car and move in close enough (but not too close) so you can get a clear shot with the camera. You only have three shots so make sure at least one of them shows Casa in all his diaper glory. Once you have a decent photo, drive back to Ma's to show her.



This is the picture you need - Casa in a diaper with a prostitute.



CHINATOWN

REWARD:

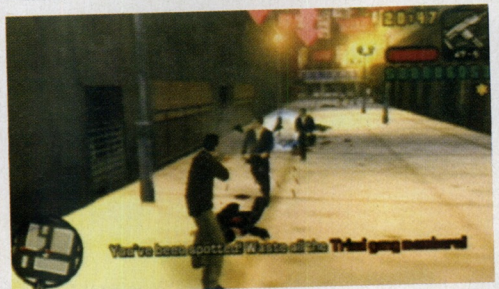
\$100

BIG RUMBLE IN LITTLE CHINA

Ma thinks you're running scared of the Triads in Chinatown. You need to take some out to prove that you're not. Drive over to Chinatown and stop at the bollards of the pedestrian area. Walk over to the group of Triads and kill them, then run back to the road and steal a sturdy vehicle. The last couple of Triads you need to take out are in a bullet-proof fish van, which you need to ram off the road. Keep on the tail of the van and ram it until the occupants jump out. When they do, run them over if you can or get out of your car and gun them down to complete the mission.

REWARD:

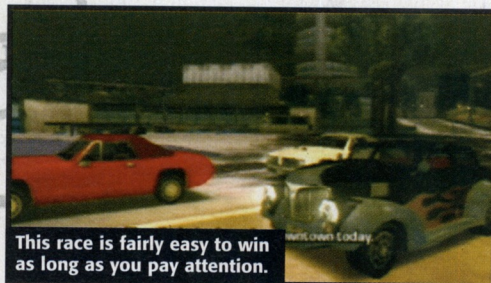
none



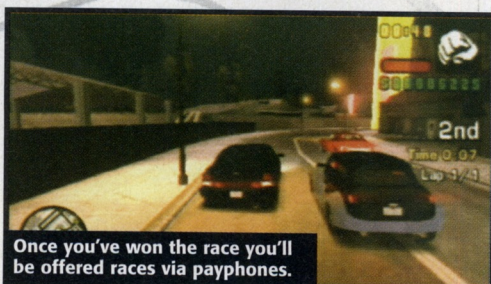
You've been spotted! Hide all the Triad gang members!

GREASE SUCHO

Ma still doesn't think you're a real man, so you need to prove yourself once again. Sucho is taking part in a race down in Trenton and Ma wants you to win the race and whack Sucho. You need a reasonably fast car and the Leone Sentinel parked outside Ma's place should suffice. Drive over to Trenton and stop in the yellow marker at the start line. This is a pretty easy race as long as you pay attention to which way the arrows are pointing in the markers and follow them. If you're struggling, try ramming your opponents into oncoming traffic or any stationary objects. Try not to beat up your car too much though, as you don't want to stop mid race to find a new one. Once you win the race, you'll need to kill Sucho, so give chase and ram him. He'll soon jump out and make a run for it, so simply run him over or get out and shoot him to complete the mission. Now that you've made a name for yourself on the underground street-racing circuit, challengers will contact you via payphones.



This race is fairly easy to win as long as you pay attention.



Once you've won the race you'll be offered races via payphones.



Sucho's Thunder-Rodd will also spawn in the car park next to Callahan Bridge.

Reward: \$1,000

dead meat

Since you took those compromising pictures of him, Casa has been refusing to pay his protection money – he needs to be taught a lesson. Drive off to his deli in Chinatown to pick him up, then drive to the factory in Trenton. Go through the gate then stop in the yellow marker outside the building. Once inside, Casa will realise you want to kill him and he'll make a run for it. He will stay inside though, so you must chase him round the factory floor. You only have an axe to hand so you need to get up-close and personal to finish the job. To do this you need to wait for Casa to stop and kneel down. When he does, target him then walk towards him from behind, swinging the axe when you get close enough. A few blows will take him down and now it's time to deliver his remains back to

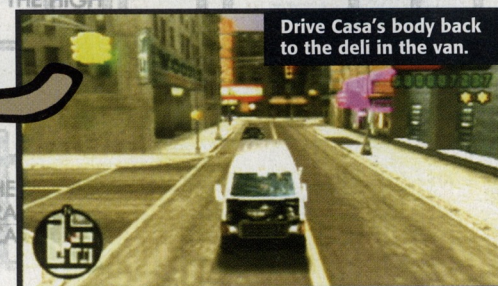
the deli. However, you'll now have a two-star wanted rating and the cops will be on your tail. Jump in the van and barge through the cops outside the gate, then head for the Pay 'n' Spray in the Red Light District. Be careful with the van on the way, as it's easy to tip it over. Once the heat is off, go back to the deli to drop the special meat off and complete the mission.

Reward: \$500

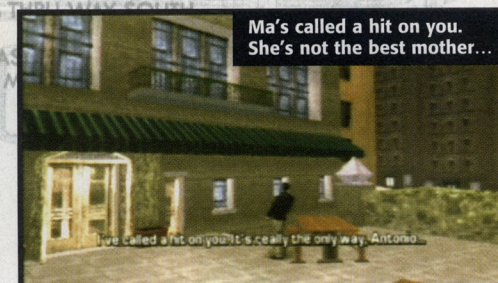
no son of mine

Ma has had enough of you embarrassing her and has called a hit on you. Pick up the shotgun in front of you and head down the stairs to find the first group of hitmen. Take them out quickly, grabbing the health on the left if you need it. More waves of hitmen will arrive, so keep blasting away with the shotgun to take them out. If there is a group next to a car then aim at the car and shoot until it explodes to take them all out in one go. Despite the large number of enemies, this is a reasonably easy mission as none of them have firepower that can compete with the shotgun. The hitmen won't rest even when this mission is complete, so you'll need to keep an eye out for them coming after you during the rest of the game.

Reward: none



Drive Casa's body back to the deli in the van.

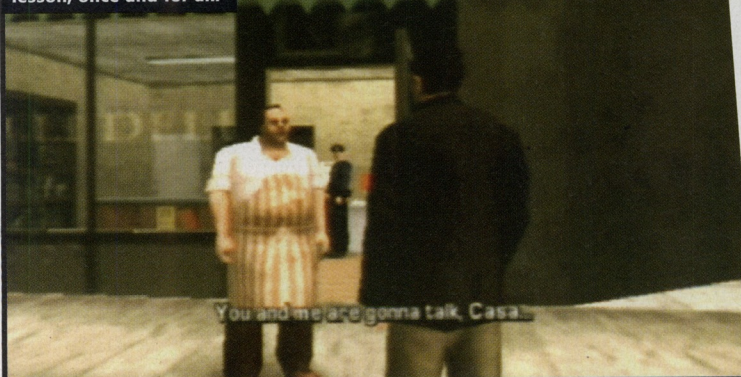


Ma's called a hit on you. She's not the best mother...

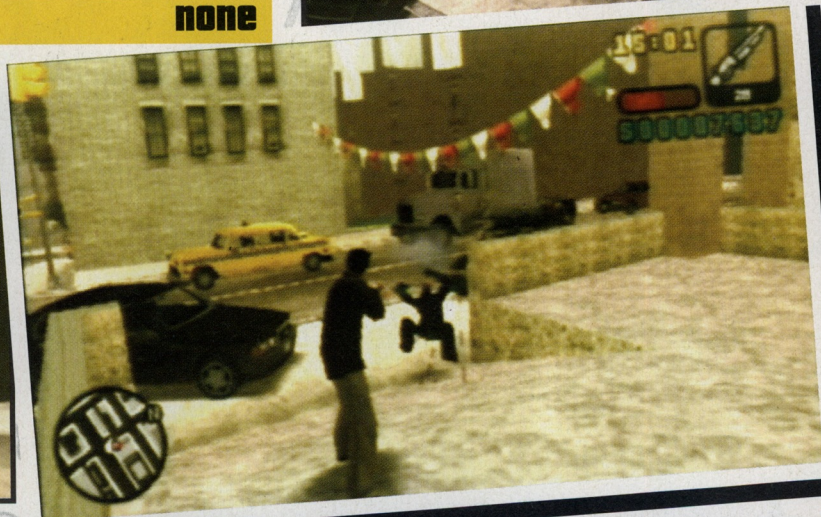


The hitmen will come for you even when this mission is complete.

It's time to teach Casa a lesson, once and for all.

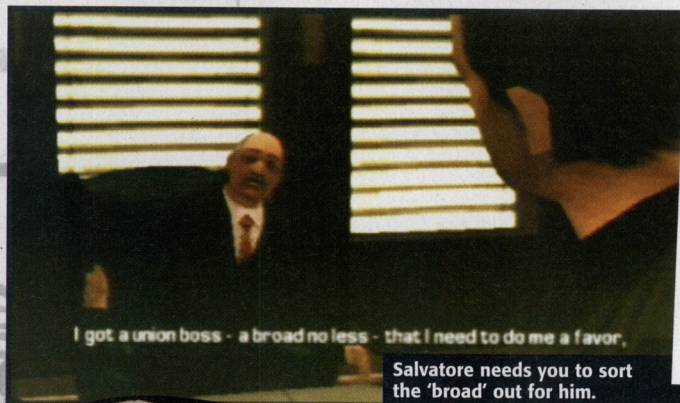


You and me are gonna talk, Casa...



SALVATORE LEONE'S MISSIONS

**PORTLAND
island**



the offer

A union boss is demanding some money from Salvatore, so he wants you to give her what she wants and request a meeting. Get a vehicle, drive down to Trenton and stop in the yellow marker. Once your brief meeting with Jane Hopper is over, she'll set her workers on you. You're immediately surrounded so your best bet is to run and get some distance between you and your attackers. Head west towards the road, as once you reach it you'll be safe and the mission is over. Your enemies don't have any firearms and mainly carry knives and bats, but some have Molotov Cocktails and aren't afraid to use them. Try to lose them among the buildings, keeping that button depressed at all times and only stop to shoot if you can do so without being overwhelmed.

reward: \$500

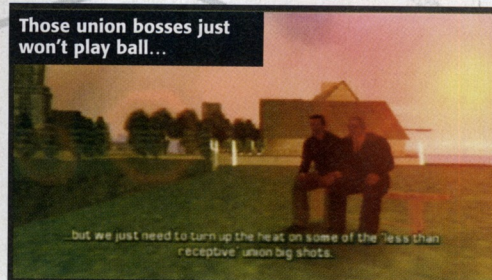
no selecta!

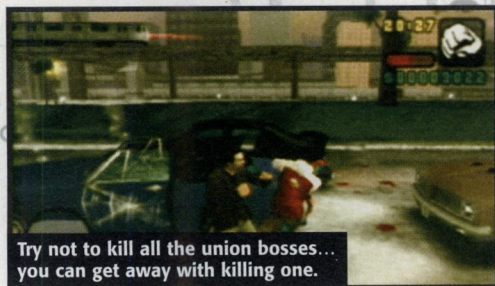
If Sal can't get the union boss to play ball, he's going to make sure her workforce do. He wants you to round up six girls and take them to the picket line in Trenton to show the picketers a good time. Get a four-seater vehicle and follow the blue blips on the map to find the girls. Most will simply be walking the streets, but you may encounter one or two with clients. Those guys don't want to give up their girls so you'll have to persuade them with your fists. Obviously you'll have to make two trips to deliver all the girls and you only have until the picket line changes shift so don't take forever.

reward: \$500

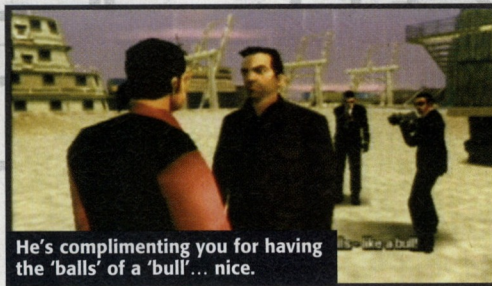
FRIGHTENERS

Some of the union bosses still aren't seeing things Salvatore's way so he wants you to 'persuade' them. There are three who need scaring and all of them are currently driving around the city. Get a reasonably speedy but sturdy car and catch up to the first one. Ram and do drive-bys until he stops and gets out of the vehicle. Now punch him until he agrees to do as he is told. Don't get too overzealous, as you don't want to kill the union bosses, just scare them. However, you can get away

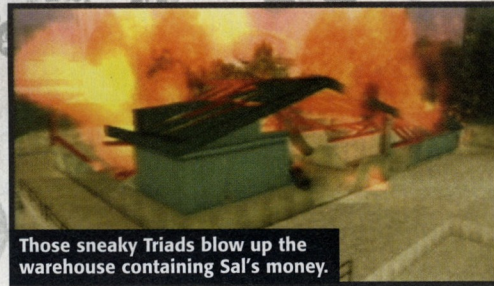




Try not to kill all the union bosses... you can get away with killing one.



He's complimenting you for having the 'balls' of a 'bull'... nice.



Those sneaky Triads blow up the warehouse containing Sal's money.

with killing one and still pass the mission. Once the first has been scared, seek out the other two and do as before until all three have come round to Salvatore's way of thinking. You may well catch the attention of the police as you do this mission – so if it becomes a problem, find a bribe or go to the Pay 'n' Spray.

REWARD: \$1,000

ROLLERCOASTER RIDE

Jane Hopper is still being defiant so she needs to be scared into submission. Head over to the radio station in Harwood before she leaves and take out her chauffeur. Now in disguise, get into the Stretch and wait for her to come out. Once she's in the vehicle, you need to fill the scare meter by driving fast, crashing and jumping. Speed and jumps are your best bet, as too much damage will set the Stretch on fire. You can just drive up and down the road if you want, but the motocross course to the north-west of the radio station will provide you with lots of jumping opportunities to quickly scare Hopper. Once she is suitably terrified, drive her to the Harwood Ferry Station to complete the mission.

REWARD: \$1,000

SALVATORE WILL GIVE YOU A CALL AND OFFER MORE JOBS AFTER YOU COMPLETE THE MISSION 'BOOBY PRIZE'

CONTRA-BANNED

There's a deal going down in Portland Docks and Salvatore wants you to handle it. You can't go alone and need to get some backup, so get yourself a four-seater car – the Leone Sentinel parked outside Sal's will suffice. The nearest wiseguy you need to pick up is in Saint Mark's near

Capital Autos. The next can be found in the opposite direction outside the Leone casino. The final guy you need to pick up is waiting outside Marco's Bistro. Once you have all three of them, head down to the docks and stop in the yellow marker. After a short conversation with the Colombians, the cops and FBI will arrive – it's a set-up! Kill any Colombians left standing then climb aboard the Patriot and leave the docks. You will have a three-star wanted rating so the cops will be on your tail. Get over to the Pay 'n' Spray in the Red Light District to lose the cops, then take the car to Salvatore's lock-up in Saint Mark's.

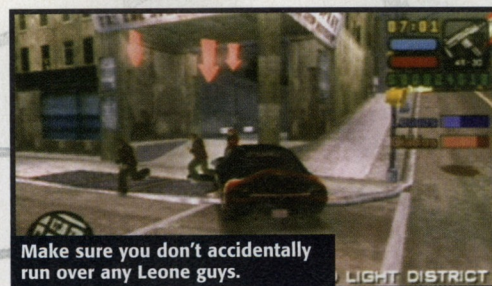
REWARD: \$1,000

SINDACCO SABOTAGE

The Diablos have waged war on the Leones and a battle is going on in Hepburn Heights. The Leone numbers are dwindling, so you need to get over there and turn the tide. Sal has left some armour and a weapon in the garage at his place, so grab them, then get a car and drive to Hepburn Heights. When you get there, it can be easier and quicker to run some of the Diablos over instead of shooting them. This will conserve your ammo and health – just make sure you get out and run if the car catches on fire. Also, make sure you don't accidentally run over any Leone guys.

Once you get out, use a weapon with plenty of stopping power, like a Python or Shotgun, to take the Diablos down quickly. Check the radar to see where reinforcements are coming from so you don't get caught off guard. Once the Diablos bar is empty, the mission is complete – but if the Leone bar is emptied, you will fail. If at any point you get low on health, there are two health pick-ups in the area plus some armour.

REWARD: \$1,500



Make sure you don't accidentally run over any Leone guys.

THE TROUBLE WITH TRIADS

Salvatore has a load of money in a Callahan Point warehouse for you to pick up. Get a car and head there, then drive in through the gate. The Triads are after that money too and blow up the warehouse. You fight your way through the flaming rubble to collect what money is left, with a time limit of 4:30. Look out for fire as you search for the money and shoot any Triads you encounter. Because there are still a few walls of the warehouse standing, you'll probably not encounter more than one or two Triads at a time, making them easy to pick off. Once you have all the money, jump into the nearest car and head to Salvatore's place. The Triads will give chase but only in slow-moving trucks – so as long as you don't stop they shouldn't cause too many problems.

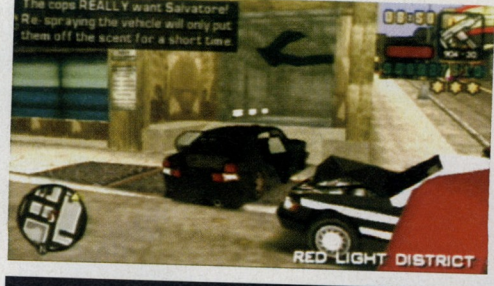
REWARD: \$1,500

DRIVING MR LEONE

Salvatore is getting blamed for everything bad that's happening in the city. He needs to make a quick exit and needs you to drive him. Jump in the Leone Sentinel and head to the Ferry Terminal in Harwood. When you get there, it's crawling with cops so do a U-turn and head for the Callahan Bridge across town. You've now got a three-star wanted rating so the cops will be on your tail. You can stop at the Pay 'n' Spray but it won't keep the heat off for long, although it's a good idea to pay it a visit anyway if your car is getting trashed. If you come across any police bribes on the way, pick them up as they'll lessen the ferocity with which the law come after you.

When you reach the base of Callahan Bridge, head up the right side as fast as you can. There's a ramp ahead so hit it head on as fast as possible to sail over to Staunton Island. Sal will now tell you about a safehouse in Newport, so head over there and drive into the yellow marker to complete the mission.

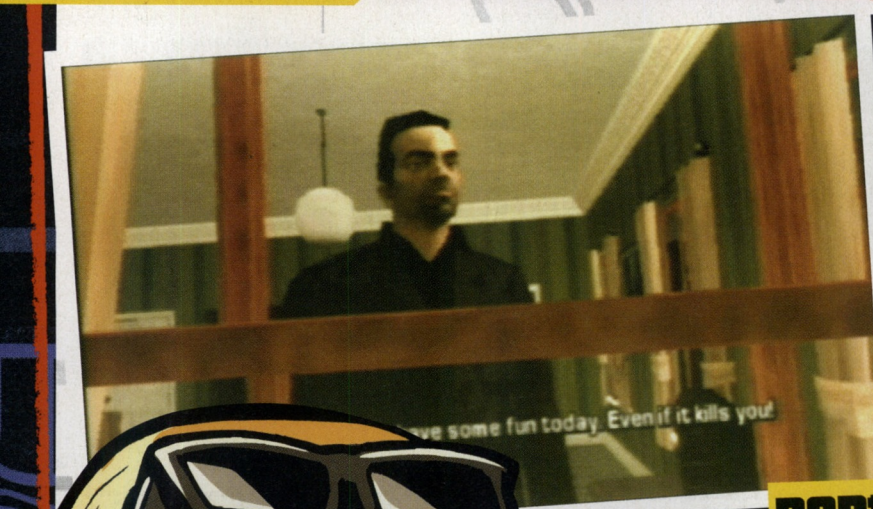
REWARD: \$4,000



The cops REALLY want Salvatore! Re: spraying the vehicle will only put them off the scent for a short time.



Scare Jane Hopper in her limo... but be sure not to set it on fire.



Maria has to be more trouble than she's worth...

PORTLAND island

Maria's missions



MARIA WILL GIVE YOU A CALL AFTER YOU COMPLETE THE MISSION 'NO SELECTA'!

shop 'til you STROP

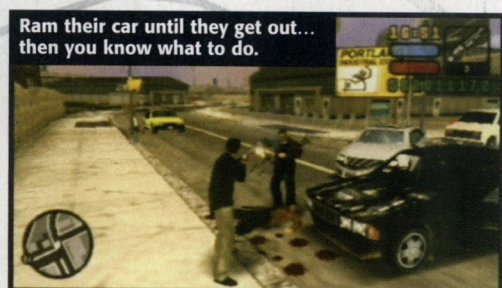
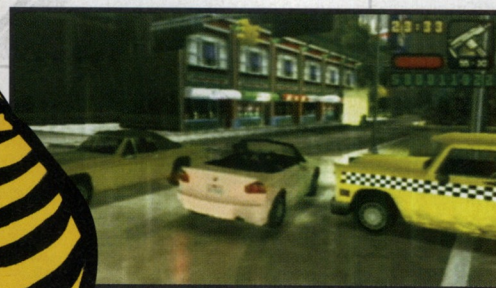
Maria wants to go shopping and needs you to drive her. The first place she wants to go is to the south in Chinatown. Stop in the yellow marker and wait while Maria enters the shop. Things never go smoothly in the world of GTA and Maria runs out after trying to shoplift. You will now have a one-star wanted rating so head down the street until you lose it (this shouldn't be too difficult unless you run into any cops). Maria now wants to go to another shop to the west. Maria will try shoplifting from here too and this time the shop assistant will chase her out with a shotgun. He will fire popping one of your tyres and you will now have a three-star wanted rating. You can go to the Pay 'n' Spray if you want but it's about the same distance to Maria's place so you might as

well just take her home. Try to avoid the cops that are chasing and look out for spike strips that they'll throw across the road.

REWARD: **\$100**

taken FOR a Ride

Maria needs to pay a visit to her dealer in Chinatown and wants a ride. Make sure you have a fast, sturdy car like a Leone Sentinel for this mission, as you'll need it. Once you reach the yellow marker pull in behind the Sindacco Argento, making sure you're facing the same way. Maria will get in the Sindacco car and they will kidnap her. Now you need to get her back, so give chase and ram the car. You don't want to flip the car over or destroy it as that will kill Maria, so don't bother with drive-bys, just ram it as hard as you can until the Sindaccos stop and jump out. Get out of your car and shoot them, then take





Maria back to her place, stopping at the Pay 'n' Spray on the way if you catch the attention of the police.

Reward: **\$500**

booby Prize

Maria has put herself up for first prize in a street-race. She's regretting the decision and wants Toni to win the race. You'll need a bike, preferably a Sanchez, so cruise the streets until you find one and steal it. If you're having trouble getting your hands on one you might find one in the car park near the starting grid. Once you have the correct mode of transport get to the start line in Chinatown near the Callahan Bridge. You can't shoot the other racers as the race will be called off and the mission will be failed, so you'll have to race fair. Follow the yellow markers, look out for traffic and try not to crash too much. Complete two laps and finish first to complete the mission. As with the car race you will now be contacted via payphones and invited to more bike races.

Reward: **none**

biker heat

Wayne, the biker that Maria has been hanging out with, has hit her. You're not going to stand for that, so head over to the alley in Chinatown where he's dealing. Walk into the red marker and after a short

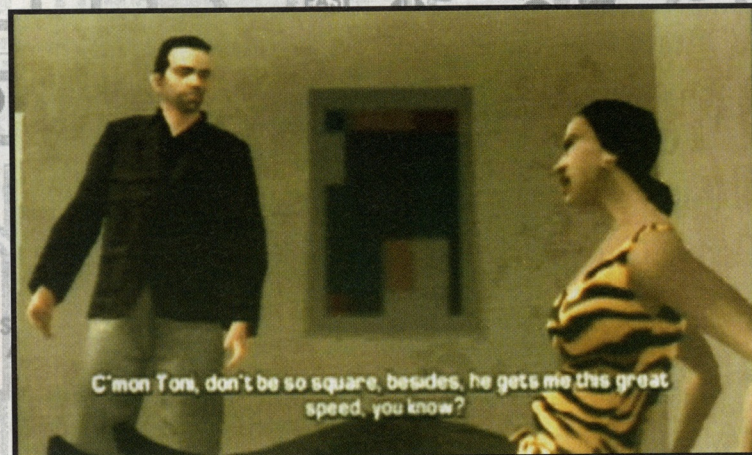
confrontation he will flee on a bike leaving his biker buddies to deal with you. Pump a few rounds into them, then jump on the nearest bike and head after Wayne. He moves pretty quickly on his PCJ-600 so try not to crash or you'll never catch him. Try to get close to him on a straight stretch of road and fire over the handlebars to take him out and complete the mission.

Reward: **\$1,500**

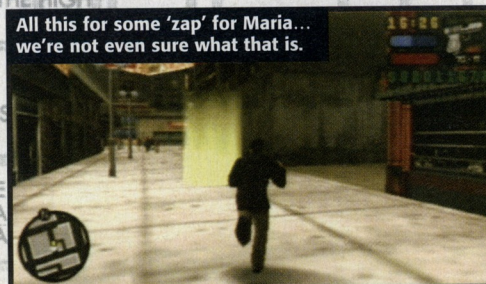
overdose of trouble

Maria is OD'ing and needs some zap to help here feel better. She thinks she left some in the diner at Callahan Point so head over there. Unfortunately she's got it wrong and you have now caught the attention of the late Wayne's biker friends, who will now give chase. Maria now thinks she stashed some zap in Hepburn Heights so get over there. As long as you have a reasonably speedy car the bikers should cause little or no problem, so don't worry about them. There's no zap in Hepburn Heights either and Maria now thinks she left it in her apartment, so go back to where you started. She's wrong yet again and says she meant Salvatore's place, so take the short trip there to drop Maria off and complete the mission.

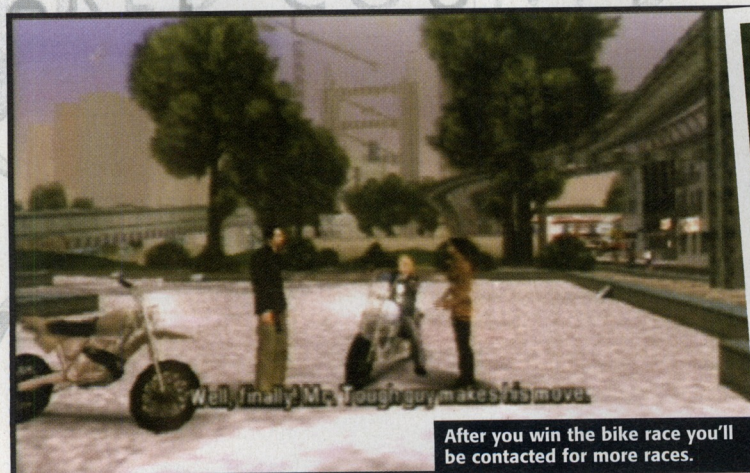
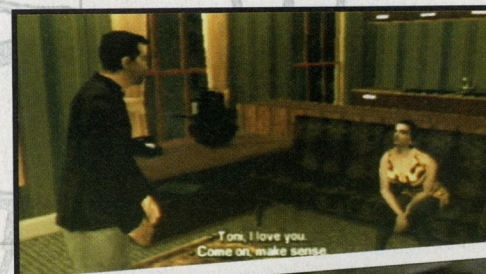
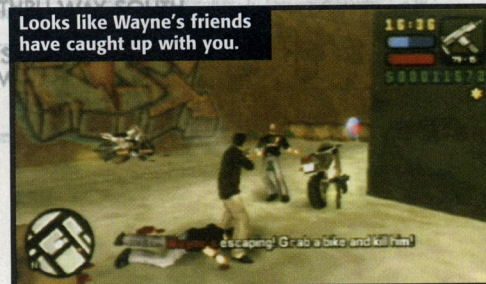
Reward: **none**



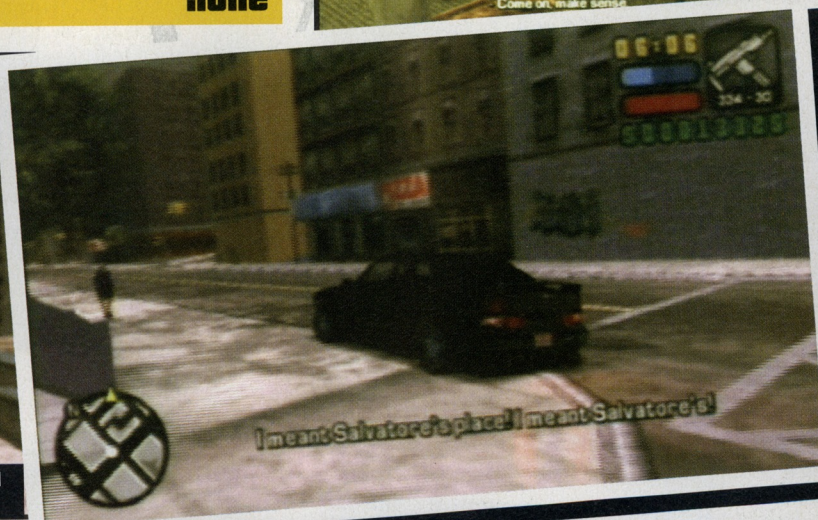
All this for some 'zap' for Maria... we're not even sure what that is.



Looks like Wayne's friends have caught up with you.



After you win the bike race you'll be contacted for more races.



Staunton island

SALVATORE LEONE'S missions

Wait outside one of the park's entrances with the sniper rifle.



a walk in the park

Salvatore wants the Mayor rubbed out – and now is the perfect opportunity as he's taking a jog through Belleville Park. Obviously he's not alone and is surrounded by secret service and police. If you enter the park armed the alarm will immediately be raised and the Mayor will make a run for it. This isn't necessarily a bad thing as you can simply ram his car off the road – but once again, his car will not be alone. Get yourself a sniper rifle and a PCJ-600, then stand outside one of the park entrances. The Mayor does a circuit of pretty much the whole park and stops every once in a while to catch his breath. Eventually he'll pass through your sights – so when he stops, take him out. This will obviously alert the secret service and cops to your location, so jump on your bike and race to the Mayor's location so you

can pick up his phone, which Salvatore wants. You'll inevitably take a few hits when you get off the bike, but if you're quick you should be back on it and away before you come to any serious harm. It's not a long drive back to your safehouse so you won't have to avoid the cops for too long.

reward: **\$1,500**

making toni

Salvatore sends Mickey and the boys round to pick you up. They tell you to drive over to the alley in Bedford Point to meet Sal. Everything looks a little suspicious at first and reminiscent of when JD was whacked. However, Salvatore has good news and Toni is now a 'Made' man. After the ceremony you'll be dropped back at your safehouse. Ma will give you a call to congratulate you and will now call off her hit on you – how generous.

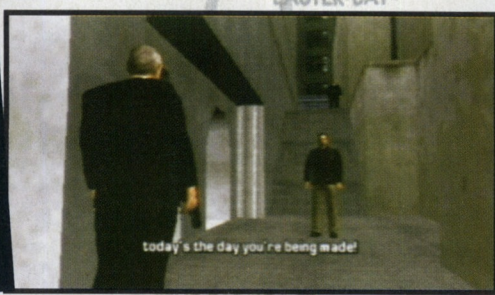
reward: **\$2,000**

SAL WILL GIVE YOU A CALL TO MEET HIM AT THE JETTY AFTER YOU COMPLETE 'THE MORGUE PARTY CANDIDATE' FOR DONALD LOVE

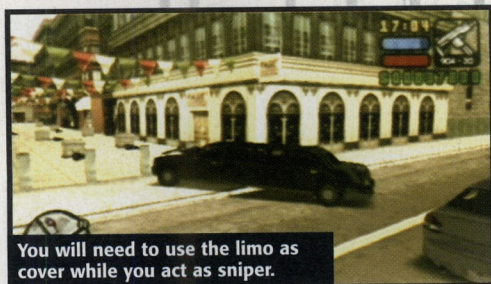
caught in the act

Sal wants to have a little chat with the Mayor's assistant about Franco Forelli. He's doing a little fishing and is kidnapped from his boat. Once he's on board the secret service will be out in force and on your tail. Sal is at the wheel of the boat, while you must fire at the pursuers. Their main method of attack is by boat, so simply fire at the crafts until they explode. Agents will also be positioned on jetties that you pass. Keep an eye out for barrels that you can shoot to take out multiple targets. Eventually the secret service will attack by helicopter, so quickly shoot the four agents firing down at you, then take down the chopper itself. Sal will now return you to a jetty in Newport.

reward: **\$2,000**



The boat explosions are fairly spectacular.



Search and Rescue

The Forellis and Sindaccos have gone to war and Sal is in Fort Staunton, caught in the middle of a firefight. Armour will be useful in this mission, so pick some up in the alley behind Ammu-Nation on the way to pick up Salvatore's bullet-proof limo from the car park in Newport. Now head to Fort Staunton and stop in the yellow marker. The alley will fill with enemies so use the limo as cover while you take them out with a sniper rifle. This will get you a wanted rating so grab the police bribe from the alley behind you, then get back in the limo and drive it round to the other end of the alley – this is a much shorter distance from Sal, making it easier to rescue him. Get out and head down the alley to Salvatore's location and take out the two Forelli goons shooting at him. Move over to his position and he'll start to follow you. Head back to the limo, taking out the goons that stand in your way as you do. You will no doubt have a wanted rating again by now so look out for cops as you drive the short distance to Salvatore's place in Newport. Deliver him safely and the mission will be complete.

reward: **\$2,000**

Taking the Peace

The Forellis and Sindaccos are trying to make a truce and Sal wants you to mess up the meet. After you speak to him on the phone at Liberty Campus, head north across the road to the van park in front of the hospital. Get inside and Sal will explain that he's rigged Paulie Sindacco's car and you'll be able to take control of it from inside the van. You will now see Paulie's car on the way to the meet and all you need to do is press to take control and see the road ahead via a camera feed. You don't have to do this straight away and you can wait until he is about to arrive.

Whenever you take control you have five minutes to get to the meet and kill the Forellis before Paulie regains control. The meet isn't too far away so just follow the blip on the radar. Once you get there just drive up and down running over the Forelli goons. There is a slight delay on the controls so turn early to compensate. Keep an eye on the damage meter and be as quick as you can, taking them all out so they can't shoot the car too much. Once all the Forellis are dead, the mission is complete.

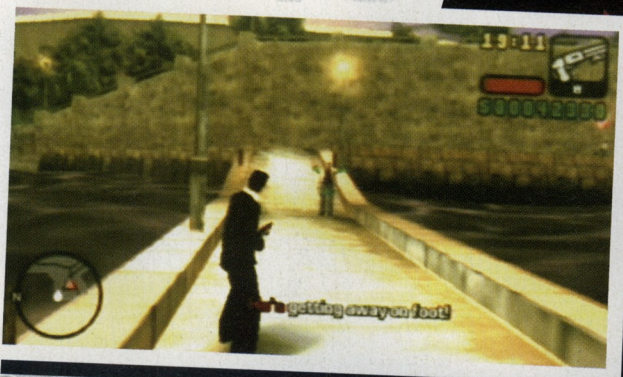
reward: **\$2,500**

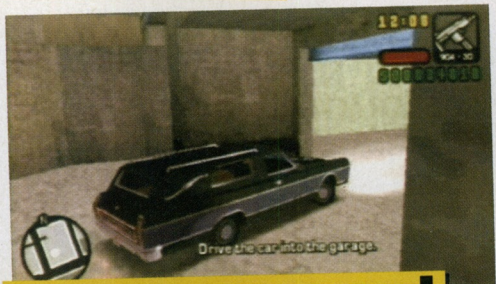


shoot the messenger

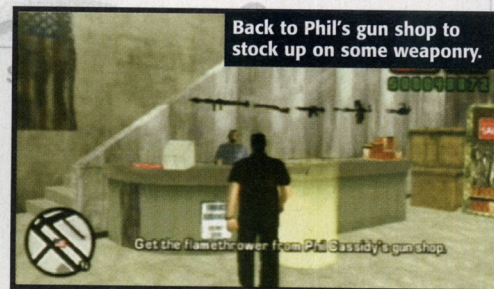
One of the Forellis has found out that it's the Sicilians that have turned the families against each other. He is on his way to tell Franco Forelli in an effort to end the war. Salvatore would prefer the war continued so that the families wipe each other out. He has left a boat for you by the pier in Bedford Point. Climb aboard and head towards the wiseguy's boat, which is the red blip on the radar. To stop the boat you'll need to perform a drive-by – which, if you're lucky, will kill the wiseguy and complete the mission very quickly. If not, the boat requires a great number of hits in order to destroy it and all the while the Forellis will be shooting back at you. If you don't manage to destroy the boat before it reaches the jetty in Aspatia it will dock and the wiseguy will make a run for it. All you need to do now is give chase and gun him down. Alternatively, if you have a sniper rifle, just stay where you are and take him out with one shot – this can be risky if you're not a good shot though.

reward: **\$3,000**





Staunton Island



donald love's missions

the morgue party candidate

For some reason Donald wants a body that is on its way to the pathology labs. Get a car and head to the blue blip, which is a Hearse containing the body that Love wants so badly. Ram it and the driver should eventually jump out, leaving you free to steal it. You will immediately get a three-star wanted rating so your first priority is to get the car over to the Pay 'n' Spray in Newport so you lose the heat. Once the cops are off your back, head to Donald Love's building and park the Hearse in his underground garage.

reward: \$1,000

steering the vote

The voting for Mayor is getting close and Donald wants you to get out there on the campaign trail to win some votes. Get into the Campaign Rumpo parked outside the building and head to the yellow

markers. Each time you pass through one of them, the vote in that area will swing to Donald Love. Once you hold a couple of areas O'Donovan sends out his own campaign vans. These will now try to win back areas from Donald and you only have a limited time to get them back. To secure the vote you need to hold five areas at once, so try to go for the yellow blips that are close together so O'Donovan's vans have less time to win areas. It's easier to go back to Bedford Point to the first yellow markers you encounter, as they are close together and O'Donovan's vans will then have to turn around in order to win them back. Once you hold five areas you'll have to destroy O'Donovan's campaign vans – so just perform drive-bys until they blow up, which shouldn't take long.

reward: \$1,500

cam-pain

Donald wants you to cripple O'Donovan's campaign further by killing some of his campaign workers within the next four hours. He'll kindly give you some armour for this mission, so don't worry about picking any up before you start. The first group he wants dead are in a building just down the street from Donald's place. They're a couple of floors up so use the stairs to find them. Your targets are the people with red arrows above their heads but Forelli goons are protecting them, so as soon as you start shooting so will they. Wipe them all out and grab the armour up here before making your way back down to the street.

You will have attracted the attention of the cops so do your best to avoid them and grab a vehicle, preferably a bike. Now head to Newport and the next set of campaign workers, who are out in the open. A quick and easy way to take them out is to drive towards them, shooting over the handlebars,

as this enables you to make a quick escape before the cops arrive.

The final group is in Liberty Campus, but they're not easily accessible by bike so you'll need to do it on foot. Head up the steps to their locations and gun the Forellis and the campaign workers down to complete the mission.

reward: \$1,500

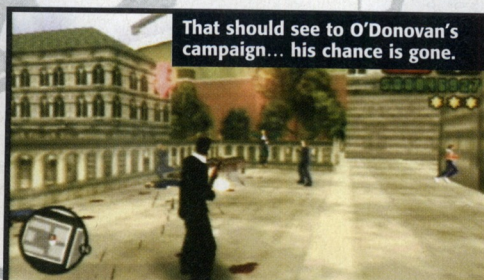
FRiggin' the Riggin'

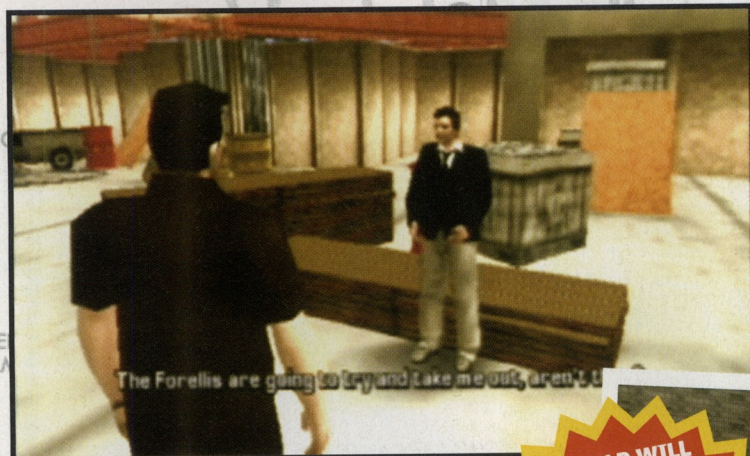
The Forellis have been printing fake ballots so O'Donovan can win the election. They must be destroyed, so Donald has paid for a Flame-Thrower at Phil Cassidy's Fully Cocked Gun Shop. Head north to its location and go inside to pick up the weapon, then continue to the Forelli warehouse in Fort Staunton. When you get there kill the two Forellis in the entrance and then pick up the Grenades on the left. Enter the warehouse and kill a couple more Forelli goons, then start torching the stacks of fake ballot papers. There are also two printing machines in here which need to be destroyed – and that's where the grenades come in handy.

As you're doing all this more Forellis will enter the warehouse to try to stop you, so kill them as they arrive. If you get low on health you'll find some on the raised section in the corner. Some Forellis will arrive in a van that they park just inside the entrance – while it's tempting to simply blow it up, you should try to leave it intact. Once everything in the warehouse is destroyed, the Forellis will flee with the last of the fake ballots in the two vans parked outside. Quickly get into the van that you left in one piece (hopefully) or use the Sanchez, which should be parked just outside. Chase the two vans and use drive-bys to destroy them both.



It's all about securing Donald Love's votes in this mission.





An alternative way to complete this mission is to destroy the two vans parked outside before you enter the warehouse, then you won't have to chase them and all you need to do to complete the mission is leave the area – the choice is yours.

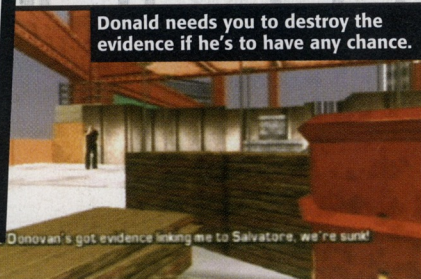
Reward:

\$1,500

DONALD WILL CALL WITH ANOTHER MISSION ONCE YOU COMPLETE THE CHURCH CONFISCATION MISSION 'FALSE IDOLS' AND 'MUNITIONS DUMP' FOR LEON MCAFFREY



Donald needs you to destroy the evidence if he's to have any chance.



Love & bullets

Donald has to make a public appearance but is convinced that the Forellis will try to whack him, so you're coming along for the ride. Of course, Donald is absolutely right and the Forellis ambush the limo. You need to take them all out with the sniper rifle in the trunk before the vehicle is destroyed and Donald is killed. There's no need to move, as the Forellis are concentrating on the car, so simply take aim and shoot all of them quickly. Once the threat is gone, get into the driver's seat of the limo and head south back to Donald's building. On the way Forellis in Bobcats will attack – but as long as you put your foot down the Stretch can easily outrun them. Stop in the yellow marker to complete this relatively easy mission.

Reward:

\$2,000

COUNTERFEIT COUNT

The voting is neck and neck so Donald needs you to go and steal some of the uncounted ballot papers so they can be replaced with rigged ones. Follow the blue blip on the radar to find the ballot van and wait until it stops at the corner of Belleville Park. A courier will now collect some ballot papers from the van, so kill him when he has them. Then pick up the package, return to your vehicle and follow the van again. All you need to do now is repeat this process twice more with another two couriers, at the other end of the park and in Bedford Point, and the mission is complete – easy! You may well attract the attention of the police during this mission, but you shouldn't get any more than a one-star wanted rating unless you start gunning the cops down.

Reward:

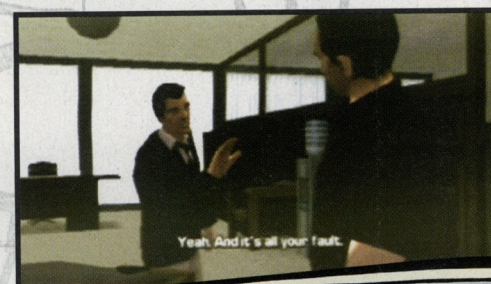
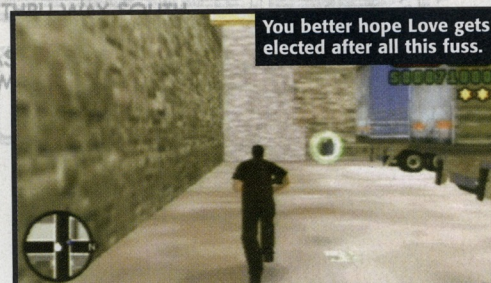
\$2,500

Love on the Rocks

Before you attempt this mission, make sure you have full health and armour plus a sniper rifle and rocket launcher. O'Donovan has evidence that links Donald to Salvatore and he needs you to get rid of it. One of his men knows the location of the van holding this evidence, so head to the area under the overpass in Newport to find him. Get in the car and he'll tell you that the van is just down the street but is heavily guarded. Leave the contact's car and head south down the road. Take out your rocket launcher and fire at the vans and cars blocking the road ahead. Some enemies will now start shooting you, so remain at this safe distance and use the sniper rifle to take them out. Move forward cautiously, looking out for more enemies, shooting them as they appear. As you approach the van go over to the trailers on the left to find some health and armour to pick up, if you need it. Jump into the van and head back the way you came, back to Donald's place. The cops and O'Donovan's men will be on your tail, so drive fast and try to avoid crashing. Park the van in the underground garage to complete the mission.

Reward:

none



church confessional missions

Staunton Island

In this mission you are actually protecting people.



THE CHURCH CONFSSIONAL WILL BE AVAILABLE ONCE YOU COMPLETE 'THE MORGUE PARTY CANDIDATE' FOR DONALD LOVE

L.C. Confidential

The Father says there's a guy about to give a fabricated report about athletes taking drugs to the FBI. He wants you to stop this happening and save their innocent careers. First you need an FBI Cruiser – you can find one at a crime scene on the Newport flyover, so get over there quickly as you don't have long. Smash through the cop cars and steal it, then head south to the meeting with the informant. He soon discovers that you're not an FBI agent when some more FBI guys show up. He'll make a run for it so jump out of the car and shoot the FBI agents, then chase after the informant in the car or on foot and kill him. Pick up the report he drops and drive to

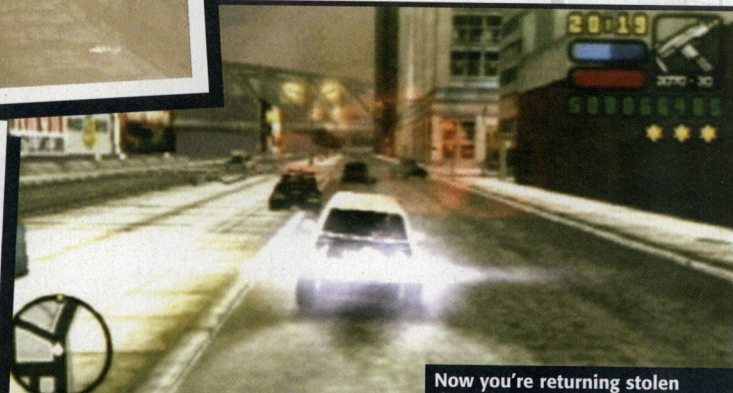
the Liberty Tree in Bedford Point and stop in the yellow marker to complete the mission. You'll probably pick up a two-star wanted rating during this mission, so look out for cops on your tail.

REWARD:

\$1,500

the passion of the heist

The Father knows the location of some stolen diamonds that he wants you to get your hands on so he can return them. Get to the ferry terminal in Rockford to see that a veritable army of guys and a helicopter protects the diamonds. Stop a good distance away from them and get out of your vehicle. Pick your most powerful weapon and take aim at the helicopter, shooting until it catches fire. Enemies will start coming towards you across the road, so quickly turn your attention to them using your car for cover. A few guys will remain in the area across the street, so take out your sniper rifle if you still have one and finish off the remaining enemies. Now grab the briefcase containing the



Now you're returning stolen diamonds... you're the good guy!



diamonds and get into the nearest vehicle, which is probably the Stretch. You will now have a three-star wanted rating so put your foot down and head south to the Liberty Tree offices in Bedford Point. Stop in the yellow marker to complete the mission.

Reward:

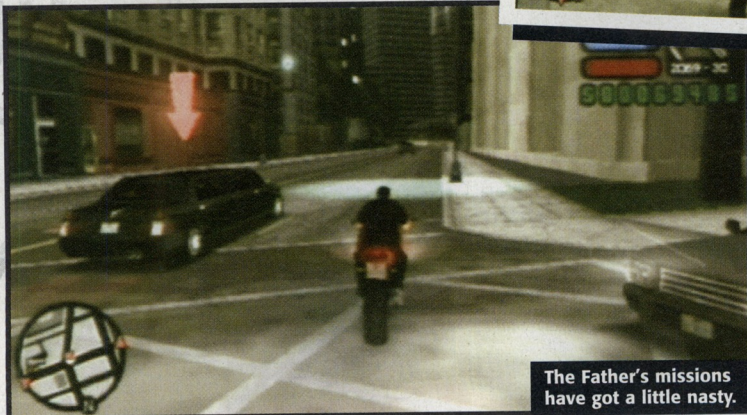
\$1,500

Karmageddon

The Father wants you to teach the pollution-spewing drivers of Liberty City a lesson. Head to the fire station in Belleville Park and steal the Fire Truck. You now have four game hours to cause as much destruction and mayhem on the roads as possible until you fill the meter. The best thing to do is stick to the road that you're already on, as it is wide and reasonably straight. Head right and plough into any traffic you see. The most points are given for multiple car pile-ups, so keep your eyes open for groups of vehicles. Rolling cars over or spinning them round also scores lots of points. Basically, anything that causes damage to other vehicles will help you complete this mission. If you get as far as the end of the road you're on, simply turn around and go back the way you came. You will no doubt pick up a wanted rating so look out for cops who will try to ram you from the road, which is dangerous when there is water on one side. When the meter is full, you need to destroy the fire truck to get rid of the evidence. As the road you are on is right next to the water, simply drive straight for it and dive out just before the Fire Truck plunges into the drink.

Reward:

\$1,500



The Father's missions have got a little nasty.



False idols

Father Ned thinks the cult of celebrity has gone too far and wants you to kill three actors on their way into the city for a radio interview. Black Lightman is travelling by limo, DB-P is coming in by boat then transferring to a bullet-proof Patriot, and Faith W is arriving by helicopter. The Father has paid for a rocket launcher at Phil Cassidy's Gun Shop, so get over there first and pick it up. The first target you should go for is Black Lightman, as his limo isn't far away. Catch up with it then fire a rocket to destroy it. By now DP-B should be ashore in his Patriot so chase that down too and fire another rocket. Faith W won't be far from her destination now, so quickly get to her location and fire one last rocket at her chopper to bring it down. You may attract a little police attention during this mission but nothing that should cause you any problems. All you need to do now is get back to the church and tell Father Ned you have completed the mission.

Reward:

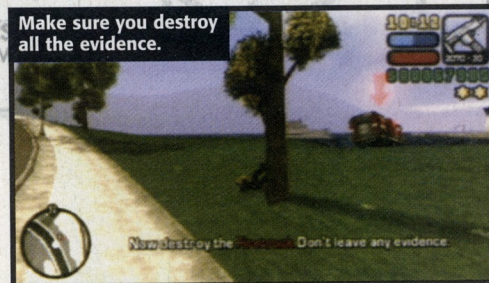
\$1,500



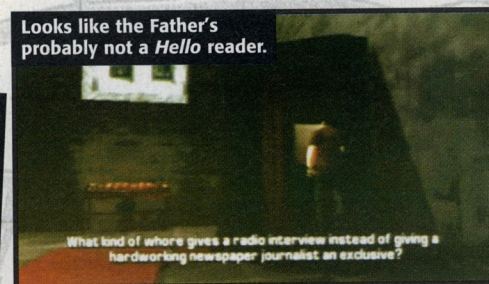
Just cause as much mayhem as possible... easy.



Make sure you destroy all the evidence.

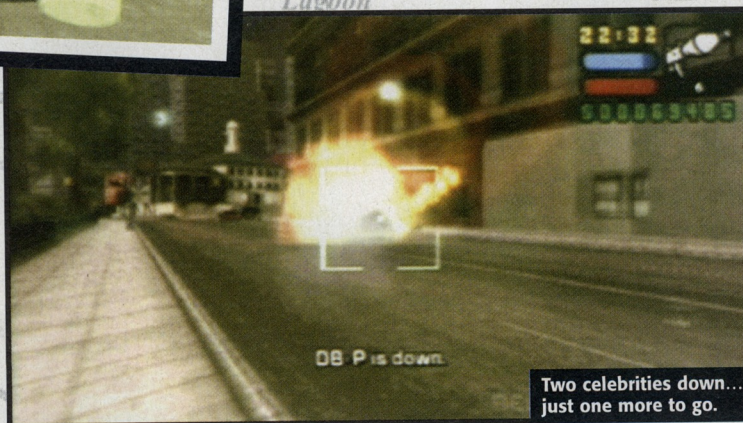


Looks like the Father's probably not a Hello reader.

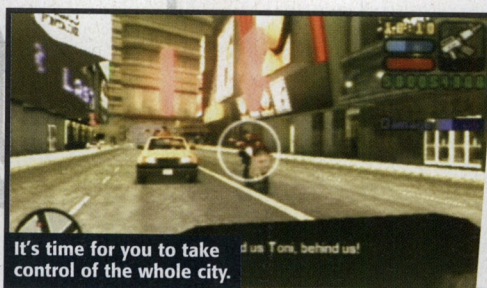


Lagoon

CREEK



Two celebrities down... just one more to go.



staunton island

It's time for you to take control of the whole city.

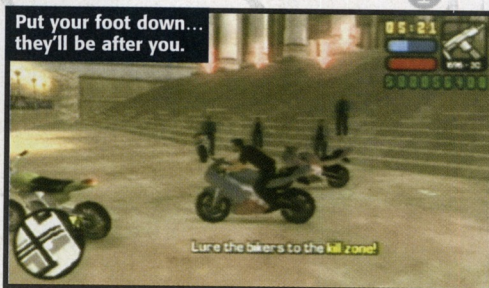
LEON MCAFFREY'S MISSIONS

LEON WILL BE AVAILABLE FOR MISSIONS ONCE YOU COMPLETE 'CAUGHT IN THE ACT' FOR SALVATORE LEONE

sayonara sindaccos

McAffrey wants to help you take over the whole city and he wants to start by hitting some Sindaccos. Get in his car and drive over to their territory in Torrington. Leon will drop you off and give you an M4 with instructions to kill a few Sindaccos to get their attention. There are only six of them here so you should have no problem taking them all down quickly with the powerful M4. Once they're dead, Leon will pick you up and the Sindaccos will give chase in Bobcats and on PCJ-600s. Take aim and destroy the Sindacco vehicles quickly before Leon's car takes too much damage. Leon will shout out where the Sindaccos are coming from, but you're better off relying on the radar as

Put your foot down... they'll be after you.



he's often wrong. In a final attempt to kill you, the Sindaccos will attack by helicopter, so quickly kill the two goons firing down at you and then destroy the helicopter itself to complete the mission.

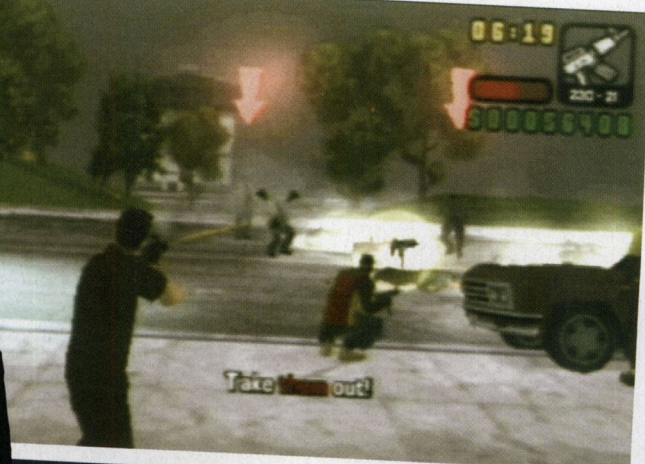
reward:

\$1,500

the whole 9 yardies

MARTIN BRIDGE

The Yardies have their eye on the Forelli turf in Newport, so McAffrey wants you to lure some Forellis to Rockford where the Yardies are waiting to take them out. Get over to the blue blip at Bedford Point and you'll see a group of Forelli bikers. Don't kill any of them, but steal one of the bikes and head north. Put your foot down and try





Leon's new partner should look familiar to GTA fans.

not to crash, as the Forellis will be right behind, just waiting for an opportunity to kill you. Follow this road all the way round to where the Yardies are lying in wait in Rockford and head through the yellow marker. Now you must help the Yardies to kill the Forellis. There are only four of them, so a quick burst from your M4 (if you still have it) should take them all down in double-quick time.

Reward: \$2,000

CRAZY '69'

This mission sees you assisting the Yakuza in taking over the Forelli-controlled Belleville Park by killing 20 goons with only a Katana in four hours. Head over to the park and enter it to see your first Forelli target ahead. All the Forellis are armed with cleavers so you don't need to worry about them shooting you. Just run at them while swinging your katana to make mincemeat out of them. The only time you really need to worry is if you get surrounded. All you need to do in that situation is run away until the group has split up. Obviously, running around the park lopping heads off will get you a wanted rating, so pick up the bribe on the bridge if you need to. The mission is complete once you've killed 20 Forellis.

Reward: \$2,000

night of the livid dreads

The Sindaccos are trying to take back their turf in Newport from the Yardies. McAffrey wants you to get over there and help fight the Sindaccos off. The shoot-out is happening in the alley behind Ammu-Nation so grab a vehicle and get over there. Grab

You need to stop those guns getting to Fort Staunton.



the shotgun in front of you then blast the three Sindaccos ahead, making sure you don't hit the Yardies by mistake. One of the Yardies needs an ambulance – so while their leader goes to get one, you need to clear a path to the other end of the alley. Shoot four more Sindaccos who come at you from the alley ahead, then turn around and follow the Yardies. Kill another two Sindaccos, then move forward cautiously and kill another round the corner to the right. Grab the grenades here then head down the alley on the left. As you reach the end a Sindacco will run in front of you, so blast him as he moves. Now head right into the alley and shoot any Sindaccos you can who are up ahead before ducking into the alcove on the left to find some armour. A Sindacco on a Sanchez will now drive past this alcove so shoot him as he does.

Now those grenades you picked up will come in useful. There are a large number of Sindaccos at the end of the alley so lob a few grenades until it looks like most of them are dead. Move forward with shotgun in hand and take out any who are left. As you move towards the road a few more will appear from inside the van across the street. Take them all out, then step into the yellow marker that appears. The Yardie will arrive with an ambulance and the mission will be complete.

Reward: \$2,000

munitions dump

The Forellis have two trucks filled with guns that they're moving to Fort Staunton. You need to intercept and destroy these trucks. Grab the Sanchez and head towards the red blips. The closest one should be around Bedford Point by now so come up behind it and start firing over the handlebars. The truck has a couple of Forelli goons on board who will fire back, but you should be able to take them

You'll need to be fairly competent on a bike to complete this mission.



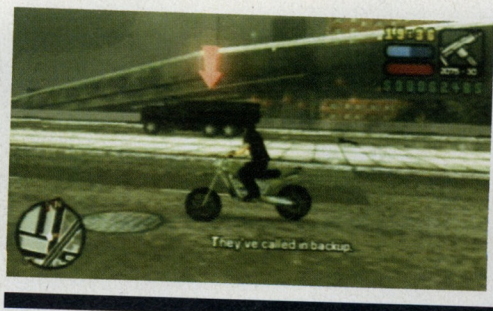
Another Sindacco bites the dust.



out pretty quickly. What you should be more concerned about is the back-up that arrives when you start shooting at the truck. The Forellis will chase you and, if you're not careful, will knock you off the bike. You'll quickly be surrounded if they do. Try your best to evade these cars and stay on your bike, shooting at the truck all the while.

Once the truck catches fire, turn around and head towards the second truck, which will probably be somewhere around Torrington by now. Do exactly the same again, looking out for the backup once again. The cops will probably be on your tail by now too, so your skills with a bike need to be good. You can attempt this mission in a car but it's a much easier target for the goons on the back of the trucks to hit, so you'll have to keep swapping vehicles.

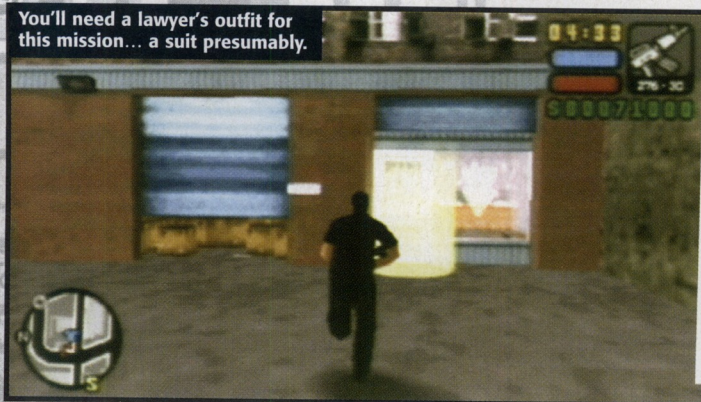
Reward: \$2,500



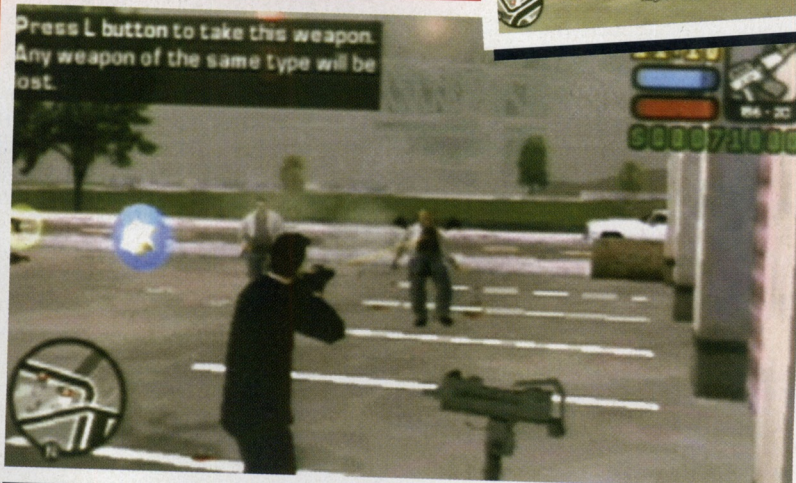
Shoreside Vale

SALVATORE LEONE'S MISSIONS

You'll need a lawyer's outfit for this mission... a suit presumably.



Press L button to take this weapon.
Any weapon of the same type will be lost.

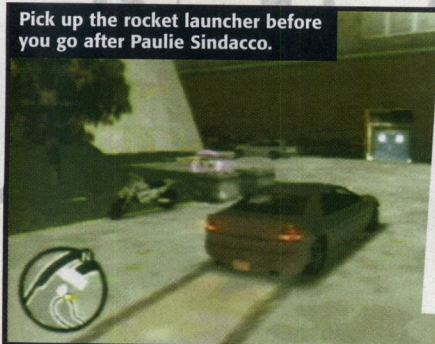


Rough Justice

If you go to the yellow marker outside the police station to start this mission you'll be told you need the Lawyer's outfit, Mr Benz will now appear on the map, so head over there and get the appropriate attire. Go back to the police station and start this mission. Sal wants revenge on the Forellis for helping to put him behind bars. He tells you to get some help from the Hoods, so get a four-door vehicle and head over to Cedar Grove. Pick up the Hoods then continue down the hill to the red blips in Wichita Gardens. Each blip is a Forelli car, which you need to damage in order to get their attention. Pick a car and ram it, then jump out of the vehicle and kill all the Forellis who appear. Now move on to the second vehicle and do the same again, wiping out all the Forellis you see to complete the mission.

Reward: **\$2,500**

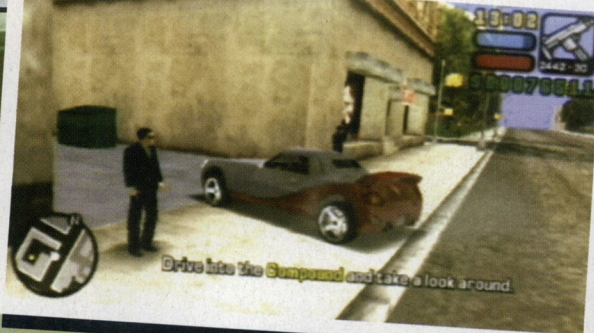
Pick up the rocket launcher before you go after Paulie Sindacco.



Dead Reckoning

Now it's the turn of the Sindaccos to feel Sal's wrath. Paulie Sindacco is trying to make his escape by boat from the Cochrane Dam Power House, so get over there. Before you stop in the yellow marker, go over to the building to find a rocket launcher next to it, then return to the yellow marker. Paulie spots you and sets his guys on you while he flees in a boat. Ignore the goons and drive up the road until you're a reasonable distance ahead of him. Get out of your car and run over to the shoreline. Take aim with the rocket launcher and hit Paulie's boat twice as it comes towards you. With the boat sunk the mission is complete.

Reward: **\$3,000**

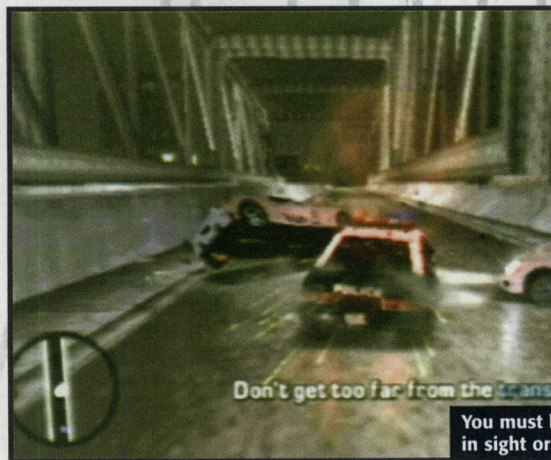


Shogun Showdown

Salvatore has told you that the Yakuza have a stockpile of weapons over in Aspatia, so you need to head over there and change that. Cross the bridge back to Staunton Island and cruise the streets looking for a Yakuza Stinger to jack, as without one you can't continue this mission. If you can't find one head over to the docks at Newport and you should see one parked outside an apartment block near the water (not far from where that van full of evidence was in Donald Love's mission 'Love On The Rocks').

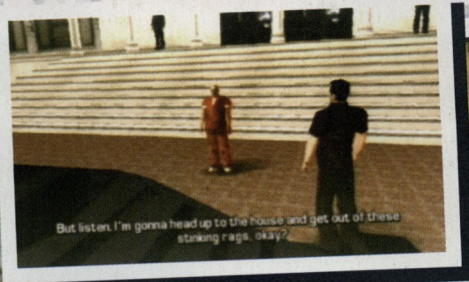
Once you have the required vehicle drive to the Yakuza compound in Aspatia and the gate will open for you. Drive in, taking care not to run over any Yakuza by accident. The Yakuza have a tank, drive over and park close enough to it that you can just hop from your car to the Rhino quickly. The moment you exit your car the Yakuza are alerted so put your foot down in the Rhino and leave the compound. You're pretty much indestructible now and the only thing that can stop you is being pulled from the vehicle or plunging into the water. You don't have far to go so try not to let either of those things happen. You need to destroy the tank, but even a rocket launcher is pretty much useless against a Rhino, so head to 8-Ball's Bomb Shop a few blocks away to get it rigged with explosives. Once it is, get out and move a safe distance back before detonating it to complete the mission.

Reward: **\$3,000**

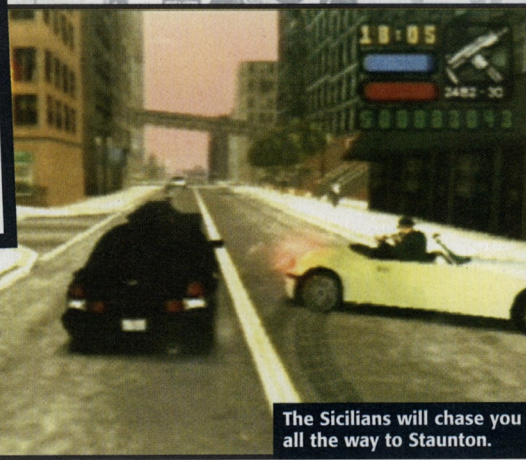


Don't get too far from the transport van!

You must keep the transport van in sight or it's mission failed.



But listen, I'm gonna head up to the house and get out of these stinking rags, okay?



The Sicilians will chase you all the way to Staunton.

the shoreside redemption

Sal is getting out but he thinks someone will try to whack him on the way to court. You need to make sure that doesn't happen.

Get a police car from behind the police station then move the car into position in the yellow marker. You must now escort the security van to its destination. The convoy starts by heading up over Cochrane Dam, but the

Sicilians have blocked the road. The van will make a U-turn so follow it and stick close. The Sicilians have set up more roadblocks along the van's route. So when you see one, overtake the van and ram through it. Some of the Sicilian Stingers will chase the van, so ram and perform drive-bys on them to protect Sal. Keep an eye on the van's damage meter and continue to protect it as you head across the bridge onto Staunton Island. Once you reach Staunton, there's only one more roadblock before the van reaches its destination, so ram your way through it and then fight off any Stingers that attack. Once the van arrives at the courthouse south of Belleville Park, the mission is complete.

Reward:

\$4,000

the sicilian gambit

Sal wants to pay the mayor a visit but he has a feeling that the Sicilians are on their way there too. Get a car and drive Sal over to City Hall on Staunton Island, looking out for Sicilian Stingers on the way. When you reach City Hall Sal will look for the mayor while you must deal with the four Sicilian wiseguys. Kill them and Sal will return to tell you that the Sicilians already have the mayor and have taken him to the pier in Newport. Head over there and stop in the yellow

marker to see the Sicilians take him away in a boat. Kill the goon down on the pier and you'll board a boat with Sal. He'll take the wheel while you man the gun. Some Sicilian boats will give chase so use the mini-gun to destroy them. A chopper will join the chase after a while, so shoot it out of the sky.

Continue to destroy the pursuing boats until you finally reach the lighthouse to the east of Portland Island. Kill the Sicilians on the jetty by blowing up the boat, then proceed up the stairs killing a couple of Sicilians up on the left. When you reach the gate use a rocket, if you have plenty, to kill the Sicilian hiding behind the boxes. Continue up the stairs and use a sniper rifle to take out one more Sicilian at the top by the yellow marker, then walk into it.

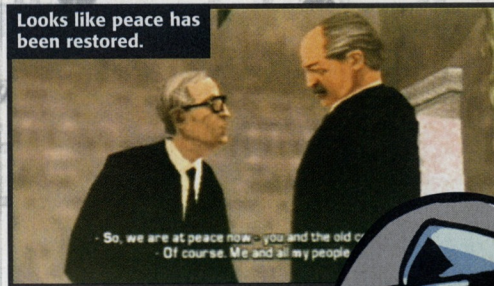
Massimo has the mayor but releases him and runs off to his chopper. Grab the armour if you need it and then take out your rocket launcher. You need to hit the chopper three times to take it down so wait until it comes down low and fire. Run around the top of the lighthouse to avoid the gunfire from the chopper but keep away from Sal and the mayor, as the chopper will only target you. If you run out of

rockets use the M4 that you can pick up to finish it off. Down the chopper to finish the story missions – sit back and watch the credits roll.

Reward:

\$500,000

Looks like peace has been restored.

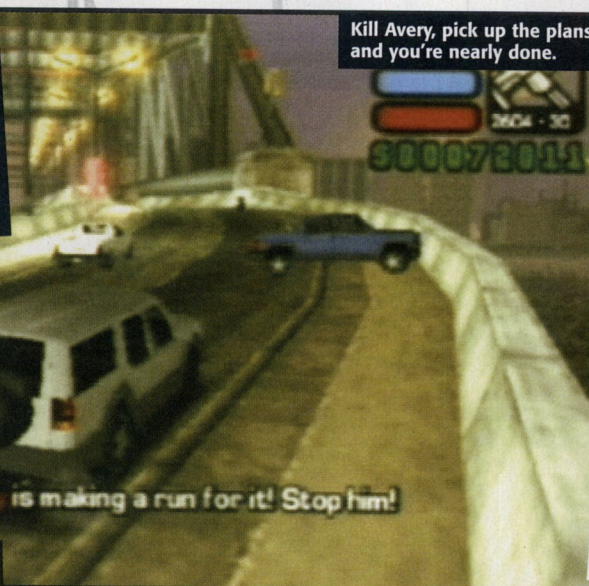
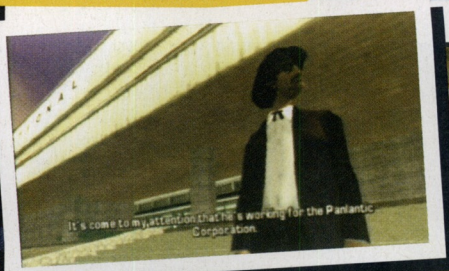


So, we are at peace now... you and the old... Of course. Me and all my people

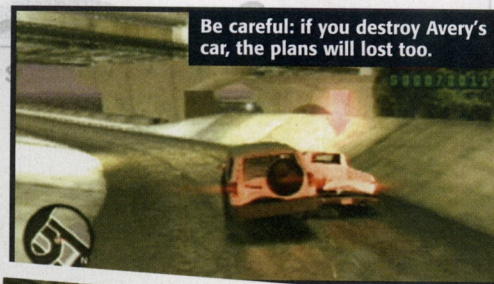
San Andreas Sound



FINAL MISSION!
COME BACK HERE WHEN YOU'VE COMPLETED THE REST



Kill Avery, pick up the plans and you're nearly done.



Be careful: if you destroy Avery's car, the plans will be lost too.



shoreside vale

donald love's missions

Panlantic Land Grab

DONALD WILL GIVE YOU A CALL WITH MORE MISSIONS WHEN YOU COMPLETE 'DEAD RECKONING' FOR SALVATORE LEONE

Donald has a plan to get himself back on his feet and it involves his old mentor Avery Carrington. Drive Donald over to the airport and stop in the yellow marker. Watch as Avery appears and gets into his car, then follow him. He will head across the bridge to Staunton Island and is protected by two Cartel Cruisers. Shoot the rear Cartel Cruiser first and the lead car will turn around, leaving Avery unprotected. Don't worry about destroying the Colombian vehicles, as they won't

put much effort into chasing you. Catch up to Avery and proceed to ram and shoot at his car. Don't be too aggressive, as the plans that Donald wants will be lost if the car is destroyed while Avery is still in it. Eventually Avery will jump out and seek a new mode of transport, so quickly jump out and shoot him, then pick up the plans. Now all you need to do is take Donald back to his place in Shoreside Vale.

Reward:

\$3,000

EASTER BASIN

STOP THE PRESS

A reporter has photos of you and Donald killing Avery. He's at the church in Bedford Point on Staunton Island, so head over there. Walk into the yellow marker to enter the graveyard and find Ned. Target him with your gun until he's scared enough to tell you where the photos are. Head back to your car with Ned in tow and drive down the block to his lock-up behind the Liberty Tree offices. While Toni is distracted by the camera Ned makes a run for it on a Faggio. There's another Faggio right

next to you that you can chase him on, but it's much easier to catch him if you take the vehicle you came in, or another bike. A bike is preferable as you can shoot over the handlebars and Ned takes some narrow alleyways as he makes his escape. Whatever mode of transport you pick don't let Ned get too far away. Stay close and shoot him when you get the chance until he eventually falls off his bike and the mission is complete.

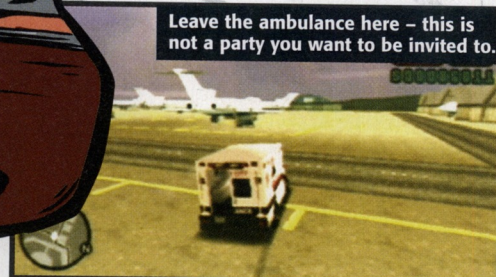
Reward:

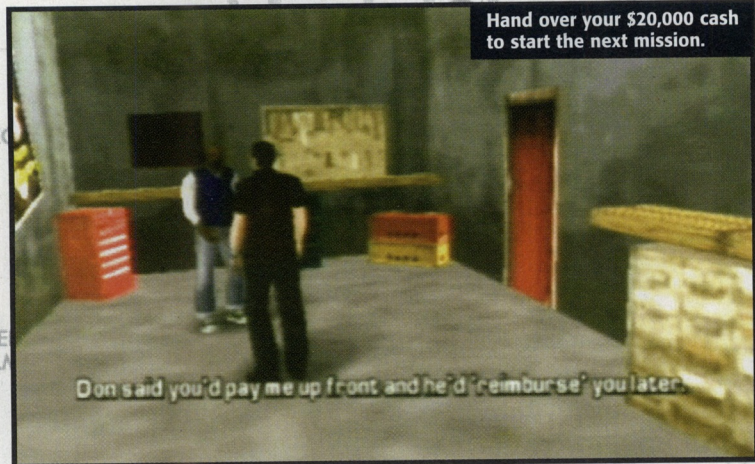
\$2,000

MORGUE PARTY RESURRECTION

Donald is back on his feet and wants another morgue party to celebrate. The bodies of two of your recent victims, Avery and Ned, are available to steal. First take Donald to Wichita Gardens, where you'll find the ambulance carrying Avery's body – don't hang about as you only have eight and a half game hours to complete this mission. Ram and shoot (though only lightly) the ambulance until the driver abandons it. Now head over to the airport via the quickest route, which is the tunnel if you are anywhere near the entrance. Drive the ambulance into the hangar and stop in the yellow marker.

Leave the ambulance here – this is not a party you want to be invited to.





Now hop on the Freeway that is parked in here and head across the bridge to Staunton Island. Continue to the church where parked outside will be the hearse containing Ned's coffin. Steal it and you'll immediately get a two-star wanted rating. Floor it back towards the bridge and quickly make a right turn as you pass under the bridge. There's a police bribe here that should stop the cops from being too aggressive as you head back to Shoreside Vale across the bridge. The police bribe is only temporary, though, and if you're spotted you'll get your wanted rating back again. As you head into the airport there's another bribe on the left, so grab that one too. Park the hearse in the hangar and Donald can start his party – fortunately you're not invited.

Reward: **\$2,000**

no money, no problems

This isn't really a mission but more of an errand. Once you complete 'Morgue Party Resurrection' Donald will give you a call. He wants you to go and see 8-Ball in Pike Creek and arrange some explosives. Step into the yellow marker outside the bomb shop and 8-Ball explains that it will cost you \$20,000 and he'll call you when the explosives are ready. As long as you have the cash and have completed the mission 'Cashing In Kazuki's Chips' for Toshiko then 8-Ball will call you almost immediately. Step into the yellow marker again and the next mission will start.

Reward: **none**

bringing the house down

8-Ball has finished preparing the explosives and they are in a Rumpo. Get into the van and head to one of the Porter Road Tunnel entrances. The nearest is next to the airport, so it's probably best to head there. Drive carefully on the way, as too much damage will set off the bomb. The Forellis will ambush you on the way but won't shoot and will only try to ram you. Do your best to avoid them and

head into the left hand tunnel so you are driving against the flow of traffic. This sounds dangerous, and it is if your driving skills are lacking, but it makes it much easier to lose the Forellis as they'll plough straight into the oncoming cars in their efforts to ram you. Follow the tunnel to the newly opened section, which leads to Staunton Island. The Forellis should be off your case for now so concentrate on avoiding the piles of rubble on each side of the tunnel. Follow the tunnel to where it emerges into a subway tunnel in Fort Staunton and run over or shoot the two workers you see so there aren't any witnesses. Head right down the subway tunnel and stop at the yellow marker.

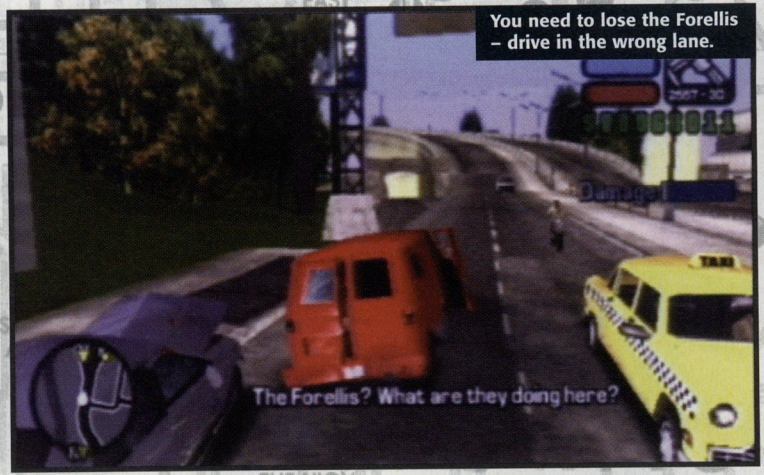
Watch as Toni places some of the explosives, then return to the van and turn around. The timer has now started and you have three minutes, so drive to the yellow marker at the other end of the tunnel and turn left. Follow this tunnel, taking care as you drive over the mounds of rubble, to a station and your second bomb location. Once the bomb is placed, quickly kill the worker then return to the van and continue down the tunnel to the final location.

Now all the bombs are placed and you must escape through the subway entrance. Take the Bobcat so you don't have to worry about turning around and head back down the tunnel. You will now see that the Forellis have blocked the exit, so reverse and then drive up onto the platform and smash through the gate on the left. Now sit back and watch the fireworks.

Reward: **\$5,000**

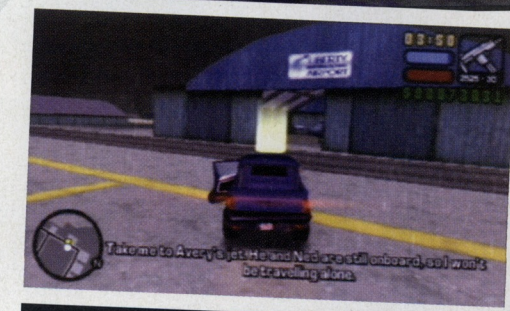
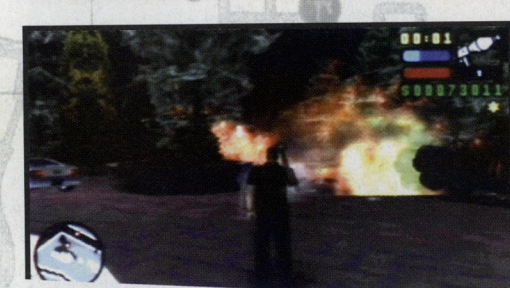
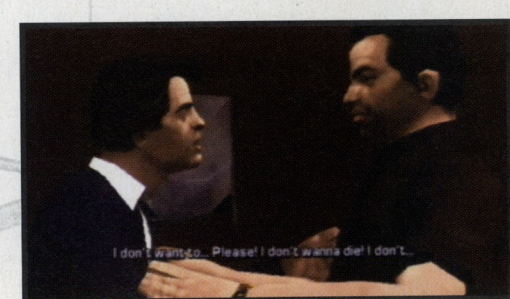
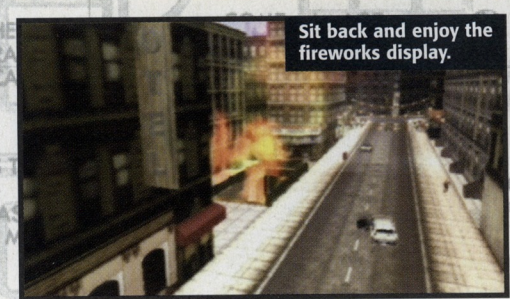
love on the run

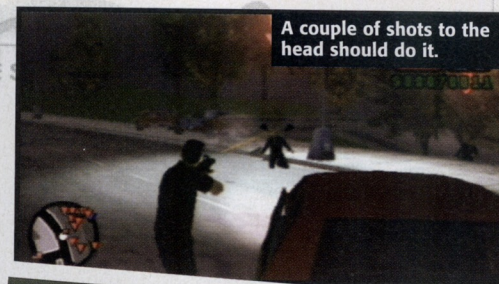
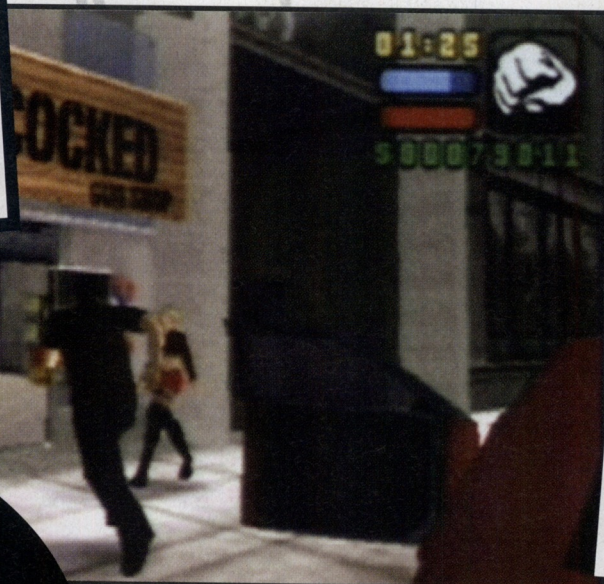
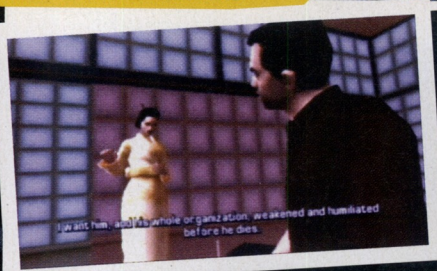
Donald has the Colombians after him now so he needs your help once again. As you leave the house the Colombians will start coming through the gate, so pick them off with an M4 or something similar. They will keep on coming so don't let up and also look out for some entering the grounds in Cartel Cruisers. If you need more health and armour you'll find it in the bushes near the house and there's also some armour in the garage where Donald is cowering. If you need some cover hiding in the pool is a good idea as the Colombians have trouble hitting you when you're in it. Keep the Colombians away from Donald and eventually they'll stop coming. Now get a vehicle and head



over to the airport. Surprisingly no one will bother you on the way, so simply drop Donald off at Avery's jet to complete the mission.

Reward: **\$6,000**





toshiko kasen's missions

shoreside vale

more deadly than the male

Toshiko wants to destroy her husband's criminal empire and needs your help to do it. Kazuki has more munitions coming in and she wants you to steal them. Head off towards the pier at Bedford Point, stopping at Phil Cassidy's gun shop on the way to buy a rocket launcher if you don't already have one (another will be available for free in a minute if you're short of cash).

Once you reach the pier, you'll see there are some Yakuza guarding the path leading down to it. Use an M4 or something similar to take them out as you make your way to the bottom. Once the area at the bottom is clear of Yakuza grab the rocket launcher and armour and make your way along

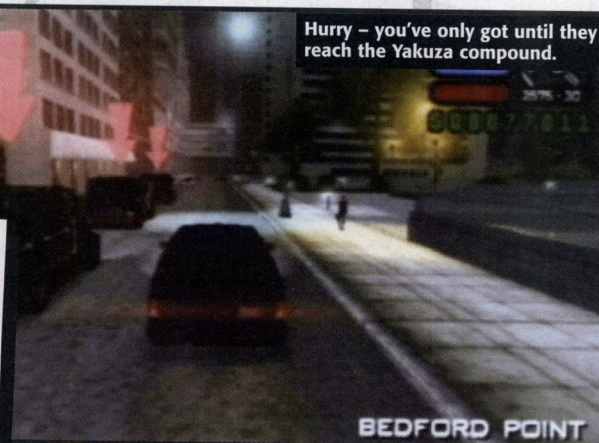
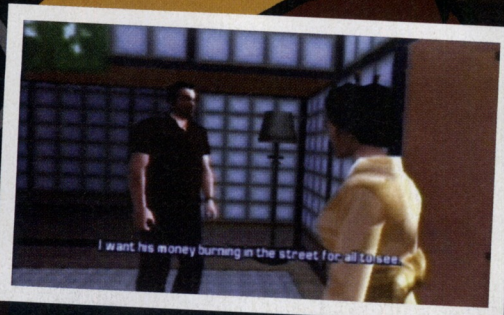
the pier. The munitions are in the boat on the right – but before you steal it, use rockets to destroy the two Yakuza boats nearby. Once in the boat head north up the coastline. More Yakuza boats will appear, but as long as you keep moving they shouldn't pose a major threat. After a short while you'll see the yellow marker at the ferry terminal – head over to it to complete the mission.

reward: **\$2,000**

cash clash

Toshiko wants you to destroy the cash that her husband is moving from his casino. The cash is already on the move in three security vans and you only have until they reach the Yakuza compound in Aspatia. They will pass right by the building you're in, so quickly grab a vehicle and give chase. The easiest

Hurry – you've only got until they reach the Yakuza compound.



It's your job to transport Toshiko to the opera.



thing to do is to get ahead of the vans then stop and use a rocket launcher to destroy them. The moment the first one is destroyed you'll get a three-star wanted rating, so you'll want to destroy the other two quickly to end the mission. The remaining vans will also speed up in an effort to escape, so be quick with your rocket firing. If one does slip through get after it and use drive-bys to finish it off.

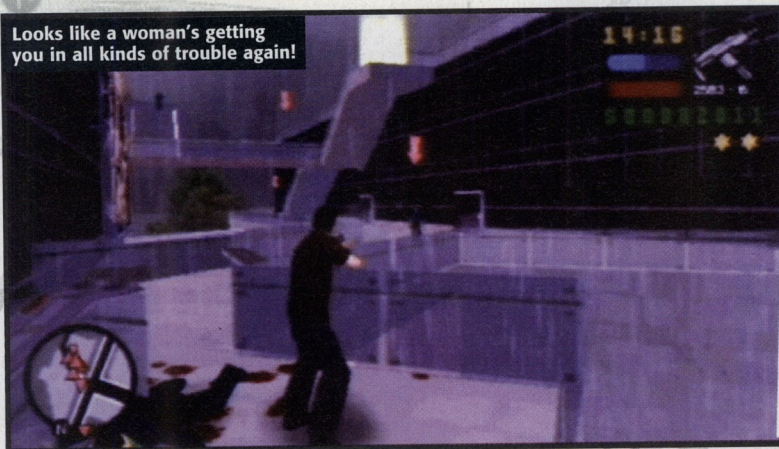
Reward: **\$3,000**

a date with death

Toshiko wants to enrage her husband further by going to the opera with Toni. Head round the corner to pick up the Stretch and drive it round to the front to pick up Toshiko – don't hang around as you only have three game-hours to get to the performance. Now Toshiko is aboard drive to Mr Benz in Bedford Point to pick up your Tuxedo. Now head across town to the yellow marker in Fort Staunton and you'll have arrived at the opera. The Forellis will ambush you after the performance, so take them out and make sure Toshiko isn't killed. Once they're all dead get back into the limo and return Toshiko to her apartment in Torrington. You will probably have attracted the attention of the police, so look out for them as well as more attacks from the Forellis on the way. If it looks like the car won't make it pay a visit to the Pay 'n' Spray if you can.

Reward: **\$2,000**

Looks like a woman's getting you in all kinds of trouble again!



Cash in Kazuki's chips

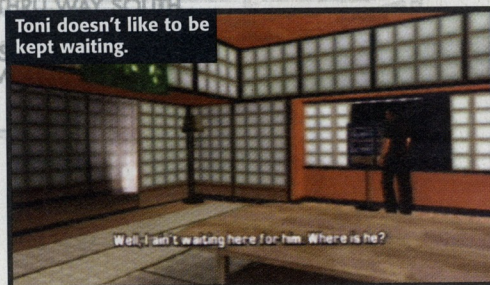
Kazuki finally knows that it's you who's been disrupting his organisation and is preparing to come and kill you. You need to beat him to it. Drive to his place at the north end of Belleville Park and stop in the yellow marker. Toni will walk up to the lift and it will open revealing some Yakuza. Kill them, then turn around to take on the Yakuza who arrived by car behind you. There aren't many, so deal with them quickly and then watch as Kazuki flees by helicopter. Grab the armour in the alley if you need it, then steal one of the Yakuza Stingers and follow Kazuki to the casino. More Yakuza will attack you on the way so put your foot down and try not to crash. When you reach the casino more Yakuza will be waiting, so use your most powerful gun to take them out. Head up the stairs (there's some health under them if you need it), killing more Yakuza as you go, until you reach the yellow marker on the roof. Kazuki wants to kill you himself and takes out a katana. He expects you to fight honourably with a katana or another melee weapon – forget that! Floor him with a powerful weapon, or even your fists, then kill his two bodyguards who are standing in the corners of the roof (Kazuki will order them to fire on you eventually anyway, whether you fight honourably or not, so you might as well rid yourself of the problem now). Once Kazuki is up again he will immediately start running at you. Run to put some



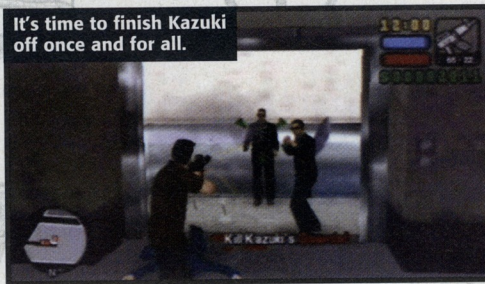
distance between you, grabbing the armour as you do, then turn and fire again. Keep doing this until he's eventually killed. Now you need to take Kazuki's sword back to Toshiko to prove that he's dead. The cops will probably be on your case but her apartment is only one block away so you should be able to get over there with no problems.

Reward: **\$4,000**

Toni doesn't like to be kept waiting.



It's time to finish Kazuki off once and for all.



hidden packages & stunts

shoreside vale

staunton island



HIDDEN PACKAGE REWARDS

Packages Found	Reward	Packages Found	Reward
10	Pistol*	70	Sniper Rifle*
20	Shotgun*	80	Flamethrower*
30	Armour*	90	Rocket Launcher*
40	MP5*	100	\$50,000 cash
50	Python*		
60	M4*		

*Weapon found at all your safehouses.

HERE'S WHAT YOU GET!

PORTLAND ISLAND

GOTTA CATCH 'EM ALL

HIDDEN PACKAGES

1. Inside ferry booth.
2. You need a boat.
3. On rock in the bay.
4. Down by end of concrete.
5. Back of compactor, jump over pipes.
6. Down in gully.
7. Canopy of petrol station.
8. Behind Portakabin.
9. Behind crates in corner by stairs.
10. Up on scaffolding (after stunt jump from destroyed Dolls House).
11. In destroyed Dolls House.
12. On rooftop (jump via ambulance).
13. Down in courtyard (go around top).
14. Halfway up cliff.
15. End of rock.
16. Up steps onto island.
17. On first-floor balcony.
18. Under 'L' bridge over tunnel.
19. In courtyard behind boxes.
20. In walled yard.
21. In bushes, in middle of road.
22. Roof of station.
23. Down alley, in front of car.
24. Ledge behind cop shop.
25. In trees.
26. Roof of warehouse.
27. Up on crates.
28. On upper deck.
29. Roof, in front of air vent.
30. On roof behind billboard.
31. Roof of warehouse.
32. Next to building.
33. Between two trailers.
34. End of warehouse, behind two dumpsters.
35. End of pier.
36. On girder (jump on bike to get it).
37. On girder.
38. In club car park.
39. In corner of yard.
40. In old car behind bomb shop.
41. Behind little bluff.
42. Next to Portakabin in car park.
43. In plant pot by hospital car park.
44. Behind wall on road to hospital.
45. Cave under construction site.
46. On rocky beach.
47. In station by gents.
48. Behind green dumpster.
49. On bridge column under road.
50. On little rock you can use as a ramp.
51. Roof of snack bar (use van).
52. In house after the Bringing Down The House mission.
53. Middle of car park.
54. Behind water pump.
55. Off side of bridge, on catwalk.
56. Behind big obelisk in park.
57. On porch top over shotgun. Jump up.
58. Between dumpsters.
59. Down by bridge pillar.
60. On top of billboards. Go up green ramp.
61. Behind red crate.
62. Past jump on bridge.
63. By tree in midtown (use jump).
64. Behind casino spotlight.
65. Back steps of building.
66. Upstairs at Phil's.
67. Top of steps.
68. Corner of graveyard.
69. Planter in middle of yard.
70. Behind wine sign.
71. By blocked tunnel.
72. Behind crates on dam.
73. Front of building.
74. Side of house.
75. In the trees.
76. On rocky part of mountainside.
77. On rocks by water.
78. In entrance of apartment block.
79. Behind billboard on bend.
80. On rocks by water.
81. Behind a rock.
82. Top of cliff.
83. Behind gas cylinders.
84. In garage behind cop shop.
85. In planter down steps.
86. Warehouse roof (get ambulance, go over from hospital).
87. Behind dumpster.
88. Behind ramp on roof.
89. Behind billboard on grass.
90. Under bridge.
91. Airport balcony (jump up from ramp behind wall by fire station).
92. Surrounded by crates. Jump up steps.
93. Between yellow blocks.
94. On overhang. Go up stairs onto overhang to north, then go around.
95. Behind sign on overhang. Jump up steps.
96. In grassy area to north of airport.
97. On wing of jet (jump up on bike).
98. Behind hangar.
99. Down on jetty.
100. In fenced area down behind bomb shop. Jump up onto wall and go along (use van).

STUNT JUMPS

JUMP TO IT!

1. Head north and clear fence.
2. Go up ramp by boat and south-east to clear the water.
3. North-east to clear tracks.
4. North-west to ramp in destroyed Dolls House.
5. South onto dirt ramp.
6. West up ramp to get bribe.
7. North up wooden ramp and land on beach.
8. South-east up ramp, clear alley.
9. Jump north-west off roof.
10. West along tanker and clear trucks and fence.
11. West onto dirt ramp and clear water to land on jetty.
12. West up dirt ramp and through Donut sign.
13. North onto grass ramp and clear tracks.
14. North up dirt ramp to land on path.
15. North up grass ramp and clear water.
16. North onto wooden ramp to land in lower road.
17. South onto grass ramp, over Rockstar billboard.
18. North-east onto dirt ramp, clear casino.
19. South onto grass ramp.
20. North through window.
21. South up grey ramp, clear police station.
22. East and onto the wooden ramp.
23. East and onto the wooden ramp.
24. North-west onto the grey ramp.
25. East up dirt ramp, over river.
26. North off big ramp.

Weapons, health, bribes...

shoreside vale

staunton island



ARMOUR

GET SOME PROTECTION

1. Inside ferry terminal building.
2. Over the train tracks. Use the jump.
3. On roof of building.
4. In corner near garages.
5. Up on sloped roof.
6. Near gas tanks behind warehouse.
7. Down steps by quay.
8. Behind pile of wood at construction site.
9. On roof. Jump off the on-ramp to get it.
10. In garden of apartment, next to pool.
11. In alley, behind boxes.
12. Top of building. Use stairs on the south side.
13. In underground car park.
14. Down side of house.
15. Inside warehouse.
16. Behind billboard.
17. Around corner of the building.
18. Behind dumpster in hangar.
19. Next to fire station.

PORTLAND island



GET TOOKED UP!

WEAPONS

1. Shotgun, on end of jetty.
2. Mac-10, on seafront.
3. Hatchet, in yard of building.
4. Hockey Stick, in corner.
5. Molotovs, in destroyed Dolls House.
6. Sniper Rifle, on building site. Jump up here on a bike after the Dolls House mission.
7. TMP, in first garden on the left down this alley.
8. AK, up on roof. Use the stairs behind the sex club.
9. Knife, on top balcony of bistro.
10. Shotgun, on the supermarket roof.
11. Cleaver, on side of the road.
12. Brass Knuckles, down alley.
13. Uzi, under bridge by water.
14. Flamethrower, on roof of building.
15. Grenades, at stern of boat.
16. Chainsaw, in freight entrance.
17. Stubby Shotgun, on roof in the compound.
18. PSG-1, on balcony over café. Jump up on back of a truck.
19. MP-5, on jetty.
20. Brass Knuckles, down small alley.
21. Hockey Stick, near steps.
22. Baseball Bat, inside Hogs & Cogs.
23. Grenades, behind Ammu-Nation.
24. Molotovs, next to toilets.
25. Stubby Shotgun, in rear porch of building.
26. Chisel, under covered area next to steps.
27. M4, between the two crates.
28. Katana, down alley.
29. Shotgun, down steps.
30. Mac-10, down alley.
31. Sniper Rifle, on top of star. Run up the side to get it.
32. Sniper Rifle, over tunnel.
33. Remote Grenades, on roof of dam building.
34. Remote Grenades, in swimming pool.
35. Molotovs, at north end of car park.
36. Uzi, down underneath bridge.
37. MP5, in fenced area. Go over building roof to reach it.
38. SPAS, on ridge above the road.
39. Chainsaw, in open garage in the yard behind the police station.
40. Stubby Shotgun, next to apartment building.
41. MP-5, underneath road.
42. Sniper Rifle, underneath wooden bridge.
43. Katana, on roof of big warehouse.
44. Magnum, on terminal roof. Jump over fire station to reach it.
45. RPG, by water under bridge.
46. Knife, next to subway gates.
47. M60, on roof of hangar. Jump over from terminal roof.

HEAL YOURSELF

HEALTH

1. In between garages.
2. In kitchen of safehouse.
3. On covered section of pavement.
4. In middle of the alley.
5. Down alley by Ammu-Nation.
6. Under umbrella on Bistro balcony.
7. On seafront.
8. On pavement.
9. Outside hospital.
10. Outside supermarket.
11. In corner through alley.
12. In tennis court.
13. Outside donut shop.
14. In alley between two warehouses.
15. On waterfront path.
16. Outside hospital.
17. Outside hospital.
18. Corner of roof of the car park.
19. In garden.
20. Inside safehouse.
21. Up steps to the south.
22. On grass slope next to wall.
23. On steps opposite park.
24. In under-construction @-café.
25. Beneath overpass.
26. Next to tree.
27. In small nook on side of building.
28. Under billboard.
29. On jetty next to dam.
30. Inside safehouse.
31. At top end of car park.
32. In trees.
33. In doorway.
34. In front of hospital.
35. Behind warehouse.
36. Next to blue trailer.
37. Behind fountain.
38. Behind billboard.

TOP BUZZER

ADRENALINE

1. On rooftop.
2. Top of helipad roof.
3. On roof of Mean Street Taxis.
4. On 'El' track.
5. In fountain.
6. On corner of car-park roof.
7. On short wall.
8. Top of stairwell on second-from-top floor.
9. On footbridge.
10. Apartment entrance.
11. Liberty Pharmaceuticals entrance.
12. Top of tunnel entrance.

HERE YOU GO, OFFICER

POLICE BRIBES

1. In air over bridge, needing a jump.
2. In courtyard.
3. Up alley.
4. On jump up slope behind hospital.
5. Over jump heading south under tracks.
6. In corner of alleyway.
7. In covered area where vans are parked.
8. In trees up beside the road.
9. Hidden in bushes.
10. Next to the university quad.
11. In alley.
12. In alley near striking ferry men.
13. On small bridge in park.
14. In grassy alley.
15. In trees next to road.
16. Up steps to the rear of the building.
17. Corner of building.
18. In trees.
19. In plain view.
20. Down grass slope to water.
21. In corner of yard.
22. On grassy bluff.
23. Next to road.

KING KONG



**"PLENTY OF
ENJOYMENT AND
SKY-HIGH
PRODUCTION VALUES"**

PS2 COMMENT

ISSUE 67 OUT NOW

INFORMATION

**PETER JACKSON'S
KING KONG**

PUBLISHER	UBISOFT
GENRE	ACTION
PRICE	£39.99
PLAYERS	1
NETWORK PLAY	NO

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**Make your way from the
depths of Skull Island to the tip
of the Empire State Building in
our full blockbusting walkthrough...**

» PART ONE

THE VENTURE

When the game begins, sit through the boat sequence. There isn't anything you can do to alter this course of events, so let them run their course and try to enjoy the high quality of the presentation, which will be repeated throughout this game. Your only input here at the start is to choose how you want the left stick to look up and down.



» PART TWO

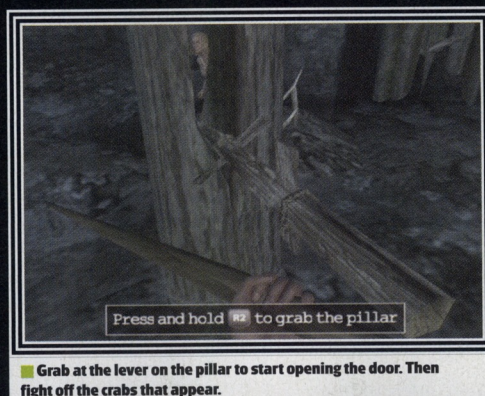
SKULL ISLAND



When you regain consciousness check the body near the boat, then follow Carl, Ann and Hayes up the cliff to the cave entrance. Ann will light a flare. Follow her in, then follow the cave around to the river entrance. Wait for Hayes to call you over, then talk to him to get the **handgun**. Crabs will appear through the entrance. Keep shooting at them (they're most vulnerable when they rear up, exposing their bellies). Don't worry about ammo, as Hayes has plenty to give you.

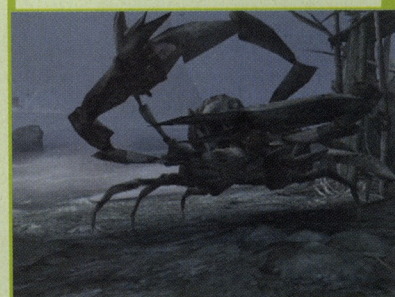
When all the crabs are dead, jump down and move to the right. Kill the crab that appears and break open the wooden barrier. Move out onto the Cliffside path and follow it down the side of the cliff until you get to the gates. Hayes will ask you for help opening the doors. Before you do so, you may want to pick up a **bone** from the pile by the sea. Go to one of the pillars by the door and press **R2** to grab it. Wait for Hayes, then push forward to start opening the door. After a little while crabs will rush out of the sea, so take out your handgun, or pick up a **bone**, and kill them. They'll be followed by the **(GIANT CRAB)**. When it's defeated, go through the gates.

Run around the path and watch the plane. Go to the crate it drops and hit it (or Ann will) to break it open. You can then switch your handgun for a **shotgun**. Carrying on, there's another crab, then a breakable gate with two more. Wait for everyone else to hide, then break down the gate and kill the crabs. At the next gate, one of the levers for the pillars is missing. Pick it up from next to the gate, open the gate and go through.



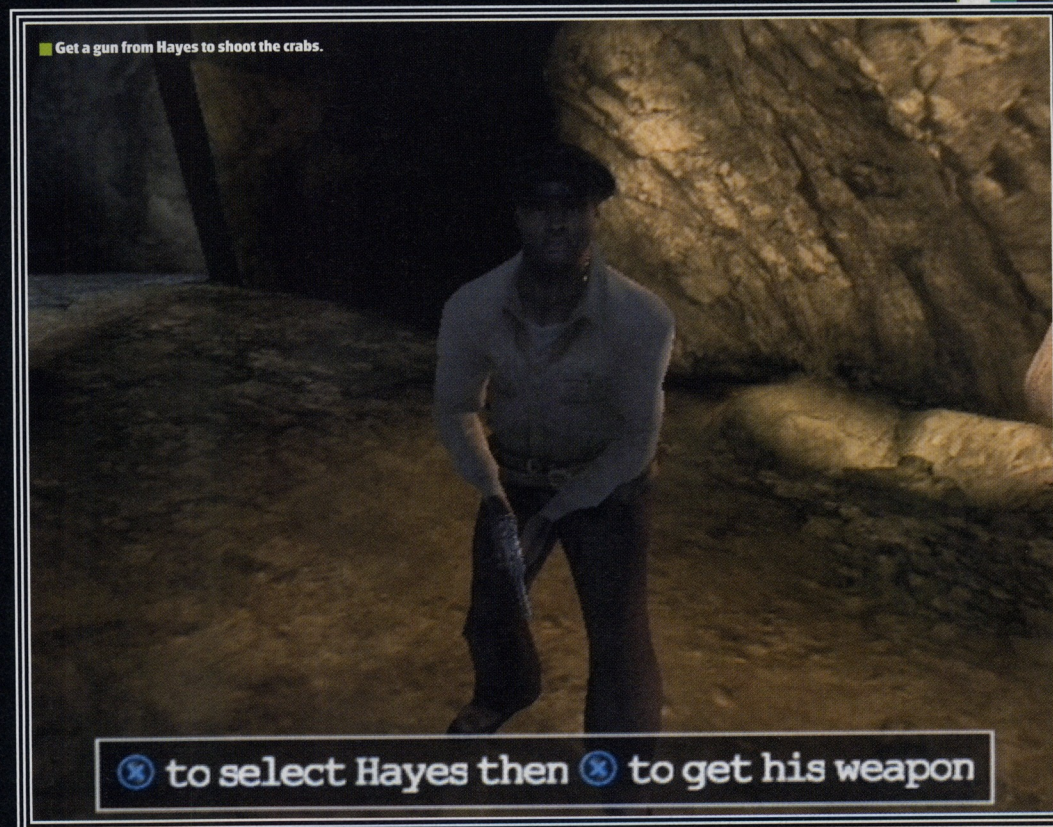
GIANT CRAB

PART TWO



■ While it's got Hayes, it's vulnerable.

The first and easiest large monster in the game. This is somewhat harder than the first part, but admittedly not by all that much. Its shell protects it from most of your gunfire, so you need to wait for it to show its belly if you are to cause it any damage. It will do this either by picking up Hayes or by screaming at you. Use these opportunities to hit it. When it dies it'll hit you once, which Ann will heal.



PETER JACKSON'S KING KONG

» PART THREE NECROPOLIS

Head down to the inlet and watch the boat. When it's gone, pick up a **bone** to knock down the crate which contains a **shotgun**. Follow the path, past the catacombs and up to the flame. Take one of the **spears** nearby and light it. There's an exit to the left, but bushes are blocking it so burn them away with the spear. Go through the door.

Head down into the large room. Millipedes will attack out of the holes in the walls, so keep near the centre of the room and blast any that you can. Hayes can kill most of them if you let him, so try to conserve your ammo. More millipedes will burst through the wall. Dispatch the first two, then move down the cave they've opened, killing the one in your way.

More millipedes will attack. Let Hayes deal with them, and make sure you quickly kill the one that attacks Carl. Follow the passage out into the open area and let Hayes take care of the millipedes. Pick up a **bone** as well. As you move forward, the bat will fly at you. Again, Hayes should shoot it down.

When prompted, cross the plank across the ravine, then watch as Ann crosses the gap. Cover her from the millipedes that try to eat her. It might also be a good idea to grab the **handgun** from the smashed crate on the ledge. Follow the path up.

Go up the slope and cross the chasm on the planks to reach Ann. Go down the ravine. In the



■ Always try to light your spears. They hurt more, too.



■ Leave it to Hayes. He's very tough.

large area, shoot the bat so that the millipedes eat it, distracting them for long enough for you to sneak past. If they finish, kill them. You can grab a **spear** from the left of the stairs. Move on to the gate. More millipedes will come, so light your spear in the fire and chuck it into the brush to roast them.

Ann opens the gate. Cover her and look out for the bats that attack from behind. Moving through the gate, kill one of the grubs to the right to distract the spiders to let you past.



■ Keep Ann covered from here. Looks like she's in a spot of bother right now...

» PART FOUR SCORPIONS

Follow Ann as she moves upwards. She can take out the first bat you meet, so allow her to do this, then head up the stairs. When you reach the buildings, let Ann climb up to the fire while you now kill the bats. Let Ann burn the brush away so you can go through.

Swim through the channel, letting Ann cover you. Move slowly so that Ann has enough time to fetch fresh spears. Swim to her at the end to get lifted out. Follow Ann out of the doorway. When you're going through the brush a scorpion will attack you, so kill it quickly – a spear through the head should suffice. Follow the brush around as more scorpions attack, then light your spear in the fire. Three scorpions come from up the hill. Burn the brush up there, kill them, then use the fire again to burn away the brush between you and the parachute crate.

Run up the hill to where brush blocks your path through. Ahead of you is a skull bracket set in the wall; you should knock that over with your weapon to set fire to the brush underneath. When it's all gone, run through to meet up with Carl and Hayes. Talk to Hayes to get the **rifle** from him. You're going to need it. Two millipedes will attack from behind, so quickly shoot them. This will cause a bridge to drop over the ravine, so follow Ann across.



■ Leave Ann to get the fire here, while you stay down here and kill the bats.



■ Ahead of you is a skull bracket set in the wall. Knock these skulls down to start fires.

» PART FIVE

THE WALL



S mash down the barrier in front of you. A millipede will attack, so make sure that you're ready to kill it. Move out and to the right. From here you have a good vantage point over the valley, which is filled with scorpions. There are also two skull braziers. Shoot out these to set light to the brush, killing some scorpions. This will also release a bat, which should take care of a scorpion for you as well. Pick off any more animals, then head down into the valley. Use **spears** to kill the scorpions, as they're way more powerful than your rifle. Pick up the **rifle** from the crate in the middle and go through the archway.

Follow Ann up the stairs and down the drop at the other end. Follow Ann around the battlements until you reach the grassy area. This area is full of animals, but they'll be too busy fighting each other to concentrate on you. Instead, use your rifle to knock down the flaming skulls and incinerate everything in the area. Make your way through, killing any surviving creatures. Take advantage of times when they feed on each other to pick them off.

Make your way out to the right and let Ann go off alone to open the large gate ahead. Swim across the pool and go through the gate. Drop off into the next pool and wait for Ann to open the last gate, triggering the end of this part.



■ Smash these barriers down whenever you see them.

» PART SIX

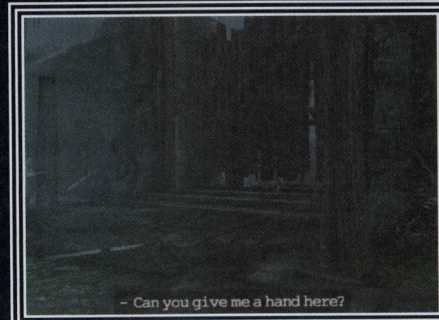
SACRIFICE



Y ou wake up tied to a stake. Watch the scene unfold until Carl comes to rescue you. When you're free, follow Carl. Head down the cliff and across the rock bridge. Be careful of angry natives. Run as fast as you can after Carl and hope none of the arrows hit you. Follow him into the jungle and after Kong. The path is destroyed so you'll have to go through the opening to your left. Follow Carl into the clearing and up to the closed gates. At this point the **FIRST DINOSAUR** crashes your party. When it's defeated, you need to find the missing lever for the gate. It's in another post in a corner of the area, surrounded by brush and with a flaming skull above it. Knock down the skull to get at it. Take the lever back to the gate, open it and go through.



■ Burn this down to get at the lever.



■ Help Carl to open the gate.

FIRST DINOSAUR

PART SIX



■ This is a good time to use fire against it. You'll have to use your environment to defeat it.

These dinosaurs will seem tough at first, so you must use the environment to your advantage. There are several flaming skulls around, so try to lure it into patches of grass and then when he's in place, set them alight. Also look out for the millipedes in the area, which will attack the dinosaur if they meet. Use all of the nooks, corners and passages in the area to hide from the dinosaur and throw **spears** and **bones** at it from safety.

» PART SEVEN
ON KONG'S TRACKS

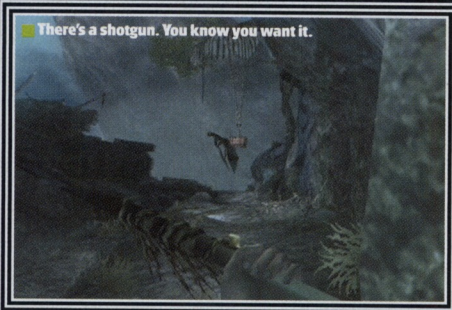

[F]ollow the path. Follow Carl after Kong until you reach the broken steps. When Carl gets snatched, kill the smaller monsters, then head down the slope to your right. At the bottom, cross the waterfall and break down the door. Follow the path and kill the raptors that attack, running back for more **spears** as you come to them. After the raptors, go through the weed-filled tunnel and out onto the cliff.

There are several bats here, so use hit-and-run tactics to deal with them. Make your way up to the planks and cross. Move quickly but carefully. More bats attack, so keep going into the tunnel. This brings you out to the bats' nest. The crate further up has a **shotgun** in it, so smash it. Use your spear to kill the creatures, then get the **shotgun** and head to the nest. Get to the top to fight off the **(MOTHER & BROOD)** using your shotgun. When they're dead, take the **handgun** from the crate and follow Carl back down. He'll come under attack from two bats, so help him out. Carry on down back to the waterfall. Go to the large gate and help Carl to open it.

■ Cross under the waterfall to save Carl.



■ There's a shotgun. You know you want it.


PART SEVEN
MOTHER & BROOD


■ Let her get close then give her a surprise.

She's quite a tough old boot. First, use your shotgun on the monsters attacking Carl. When you get close they'll swoop to attack you, so just give them a blast to the face. Next is the mother. She'll circle you. Wait for her to swoop in, then shoot her to cause more damage. If she hits you, you'll be disorientated so be careful. Wait until she's circling to reload, and listen to the ammo warnings.

» PART EIGHT
HAYES


[L]ight your **spear**, then follow Carl until you reach the post covered in spiders. Don't try to grab the lever there yet. Follow Carl down and past the two predators, stopping to knock down the crate for some extra **handgun ammo**. Go into the shelter and up the stairs to take out the **(DINOSAUR GROUP)**. Now you need levers. Go to the shelter and spear one of the grubs there. Take it back to the spiders. Throw it a little way from them so they swarm there, leaving you to get the lever. Now return to Carl and put the lever in a post. Light a **spear** and use it to burn the brush on the other side of the courtyard, clearing the second lever. Open the gate, pick up a **spear** and enter.

When you enter, pick up the **handgun** or **shotgun** from the crates near the entrance and follow Carl. Use your spear to pick up a grub in the next room and move to the gap. Throw out the grub to distract the millipede, then shoot it while it's eating. Go through and drop down.

Kill the millipede and follow Carl. You'll have to swim. Go in, quickly kill the millipede that appears, then continue. Carry on up the passage.

When you meet Hayes, go left over the waterfall. Wait for the dinosaurs to run off, then move around so you are opposite Hayes (if you have enough ammo, kill these two dinosaurs first).

When you are opposite Hayes, grab the **Thompson** to deal with the dinosaurs. One will jump over from his platform, so kill it. Burn away the brush from around Hayes' platform. Go back down to the large gate. The lever is back and to the left of the gate. Get it, open the gate and go through. Follow Hayes down the stairs and through the water.



■ This is the missing lever you need.

PART EIGHT
DINOSAUR GROUP

You also need to take care of the bat. Use a gun and the flaming skull, or a lit spear, to set light to the grass near the dinosaurs. They'll run off and the bat will start feeding, leading them to return and kill it. While they eat the corpse, use your spears and gun to shoot at them. To get a closer shot, go downstairs and shoot from there, but be careful of dinosaurs putting their heads in. There are three dinosaurs to kill.



■ Shoot at them from in here.

» PART NINE

V-REX



Go out from the start and get the **Thompson ammo** from the crate to the left. Follow the path until the V-Rex attacks Jimmy. Run after Carl and Hayes. You need to buy them time to open the door.

Wait until the V-Rex is near them, then shoot down one of the bats. That will draw its attention for a while. When it has finished, kill the other bat, then throw spears or shoot the V-Rex to draw its attention. As soon as the door is open, run through. Wait with Carl and Hayes until you're prompted to run back through the small arches and into the water. Get as far back as possible and stay still until the V-Rex leaves. Follow Hayes back to check on Jimmy and the rest of the crew.

You need another lever for the door here, so go and get one. There's a spare lever near where you ran out of the water after the V-Rex left. Help Carl open the door. Follow Carl and Hayes. When they stop, go over the plank. It will collapse, so go up the slope on your own.



■ This Thompson is your first priority. It's going to be essential if you want to survive.



■ The lever is on the left of the screen. You'll need it to get the door open.

» PART TEN

ANN



Follow the path through the jungle and pick up a **spear** from the pile. Knock down the crate to get more **Thompson ammo**. Next move on to the wide area. There are a bat and three raptors here. Kill the raptors and the bat will come down to feed, making it an easy target. Move on through the area.

More raptors will attack, so move quickly. Going forwards and right there is a platform with **spears** on the top that the raptors generally won't go up. Run up here to pick them off from relative safety. When they're all dead, move on to find Ann.

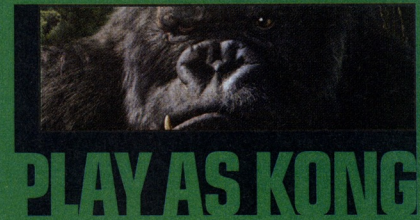
Follow Ann along the side of the ravine. When she stops and is attacked by raptors, cover her. Use spears or your gun to kill them, then move on with Ann. She'll be attacked by more raptors and climb up onto a rock. Take out the raptors with your gun from a vantage point, but be careful as they'll jump across to attack you too. There are also bats here, so try to split your fire between them. If you run out of ammo, there's a **handgun** to the right and a **shotgun** in the parachuted crate. Eventually, Ann will be taken by a mother bat. Keep shooting at her brood until the stage finishes.



■ Keep those dinosaurs away from Ann.



■ More ammo for you. Don't ignore it.



» PART ELEVEN

KONG

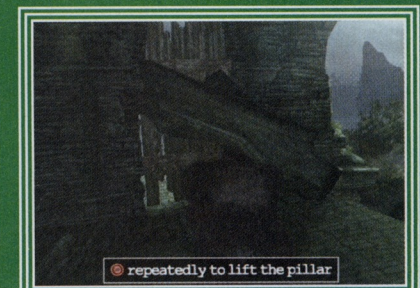


Keep running into the screen, after the bats. Follow the prompts on screen as you run. Don't stop for anything – just keep running and jumping. When you are attacked by bats, follow the prompts to shake them off. Follow the bats up into the nest, where you'll have to kill their mother. Put yourself in **Rage mode** (press **△** repeatedly), then attack the small bats. When enough are dead, the mother will attack. Wait for her to charge, then hit her. You need to get three hits in to kill her.

Next go to the gate. Lift the pillar out of the way and smash the door down. Follow Ann as the raptors chase her. Your priority is catching Ann, so ignore raptors unless they get too close. When Ann runs onto the bridge, go up the wall to catch her. Follow her to the end of the level and follow the prompts to grab her.



■ Rage mode makes the fights a lot easier. Remember you just need to press **△** repeatedly.



■ Lift the pillar out of the way by hitting **△**. There are few obstacles too big for Kong.



■ Visit the cave up here for goodies.

» PART TWELVE THE CANYON

Follow the path. Knock down the crate to get a **handgun**. Pick up a **spear** and go into the room. Stab a dragonfly, then throw it out onto the path you see. This will distract the bats so you can cross over the bridge. Go into the small cave on the other side to shoot at the bats. When they're dead, follow the path around. There are bats here, so take a **bone** then go up to the cave and take the **rifle**. Impale a dragonfly, then throw it into the gorge to distract the bats. Cross and run down the path to the valley floor.

Swim through the swamp. Head to the island near the centre to light any spear or bone you're holding, then swim to the bank. There are **spears** here, if you need one. Burn the brush and head up. Follow the path around and over the plank bridge. Knock down the crate and grab the **ammo**, then walk through the waterfall. Drop down and go through the doorway to grab a **spear** and get a grub.

Go through the door in the pool. This next area is quite literally crawling with millipedes, so be prepared to fight them off. Smash down the two gates and go through the tunnel on the left.

This area is full of scorpions, so your best bet is to run around them. Get a **spear** and a



■ Burn the brush away to get up the stairs.



■ Distract and spear them. Or just run through.

grub to distract the animals here, then get another **spear** or a **bone**, put a grub or dragonfly on it and go out of the passage at the other end. There's a large nest of spiders blocking the bridge here, so throw the meat you're carrying off to one side.

The planks are blocked by a millipede, so wait for it to move before you run on to finish this part.

» PART THIRTEEN

MILLIPEDES

Run forwards and bash down the barrier. While Carl opens the gate, Hayes will be attacked by millipedes. Cover him. When the gate is open, go down the path to the left. Pick up a **spear**. When you get to the bridge, go straight on into the room ahead. Spear a grub and throw it to distract the bats. Grab a **bone** from the pile and run across the bridge. Wait while Carl and Hayes open the door. Crabs will attack, so stand cover. When they're through, follow the path down.

Drop down onto the steps. There are lots of millipedes in this next chamber and two bats roosting on the ceiling. Shoot one down and the millipedes will start to eat it, giving you time to run through to smash the barrier blocking the waterfall.

Run into the flooded area, dodge the millipede and smash down the barrier on your right to escape. Follow the corridor to meet Carl and Hayes. Stay on your side and dodge the crabs until Hayes kills the millipede, then swim across to join them. Get the **shotgun** from Hayes and use it to kill the crabs. There's a missing lever which is behind brush near where you entered this room, so you'll need a flame. Go back to face the millipedes in the room you dropped into. Kill them all, then look up. There's a flaming skull in the room, so knock it down to light the fire there. Light a spear and throw it through the gap in the wall to light the next fire. Go through the waterfall, pick up and light the spear you threw, then go back and light the brush. Grab the lever and open the door.



■ Keep Hayes covered until the gate's open.



■ Get these flames down.

» PART FOURTEEN BRONTOSAURUS

Follow Carl and Hayes up the passage. You have to run through the herd of brontosaurus. Next you'll be told to go and get fire. Follow the herd down the valley, moving through the brush. Look out for an attack by a large predator near the dead dinosaur. Keep moving up the valley, hiding in buildings and taking the high ground wherever possible to avoid the

raptors and predators there. Skirt around and through the waterfall to get to the flame here. Light a spear and throw it at the next pot to light the flame, then light the nearby grass with more spears. Try to do it when there are dinosaurs in there. Move back through the area, lighting the fires and fighting off dinosaurs. Keep near the fires as they won't approach them, and try to catch them in burning brush. Also, don't be afraid to use your shotgun as there's a crate of ammo on the way back. Move on down the valley. Try to knock other dinosaurs under the brontosaurus' feet. When you get back to the start, light the flame and join Carl and Hayes through the arch. The V-Rex will return, so burn the brush above you to escape.



■ These buildings are good places to hide, so bear them in mind if things get desperate.

» PART FIFTEEN JIMMY



— Oh yes! Incredible!
Defend yourself!

■ The raptors can kill Jimmy quite easily.

Follow Hayes and Carl down into the valley, taking the **rifle** from the crate on the way. There are a lot of raptors and bats in the area that you first come to. Shoot down the bats so the raptors eat them and let Hayes kill most of the raptors for you. When this area is clear, move on, knocking down the crate on the way for more **rifle ammo**. You'll meet Jimmy on a raft, so cover him as more raptors attack. Keep your eye on Jimmy in case any get to him.

When Jimmy casts off, follow the path. As it goes inland, the natives will catch you in a trap. The large gate ahead will open and three waves of raptors will come for you. When they're dead a predator will enter the arena. Keep your cool in these encounters – there are lots of **spears** and **bones**

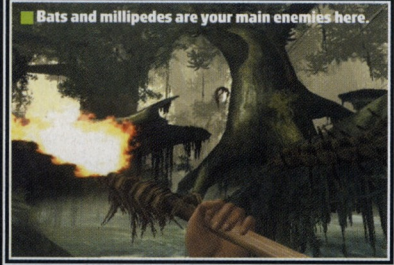


■ Keep away from the gates as they come through.

around. If you only have your rifle, don't bother to aim – just let them lunge at you and fire at point-blank range.

Head through the big gate and to the river. The natives are getting restless and throwing burning spears. Use one to torch the brush in your way, then run over the log. The natives will start burning it, so hurry on down to the rafts and get on.

» PART SIXTEEN ON THE RAFT

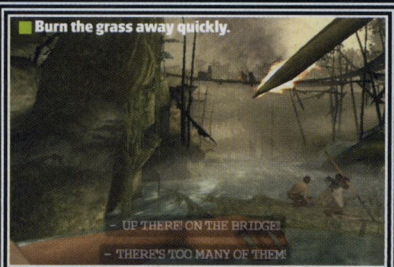


■ Bats and millipedes are your main enemies here.

Starting on the raft, you'll be attacked by millipedes. Use your rifle and the **bones** on the boat to fight them off.

As you go on you'll come under attack from natives on bridges. Either take one of their **spears** or a **bone**, light it on your boat's torch, and throw it at the brush near their bridges and platforms to kill them. Moving past here, you'll come under attack from bats and millipedes at the same time. If you need to, use your rifle to blast away instead of taking time with the spears.

Lastly, the river goes over some rapids where (if you're quick) you can get one more millipede, and up to one last native bridge. Aim to light the grass on one side on fire (the right seems the easiest). Aim high: even if you miss, your spear or bone will bounce off the rocks into the brush.



■ Burn the grass away quickly.

— UP THERE! ON THE BRIDGE!
— THERE'S TOO MANY OF THEM!



■ Hit it in the face, or you're dead.

» **PART SEVENTEEN**

RAPIDS



This whole section is a chase between your raft and two V-Rexes. You can't kill them, so keep throwing and shooting things at their heads to keep them away. The V-Rex on the right will go through some grass, so use a lit spear or bone to light it. Halfway along you'll also be attacked by bats. These are irritating, so use your gun to kill them with one shot instead of wasting time with spears. Keep the V-Rexes off you until you go through the cave.

» **PART EIGHTEEN**

FIGHT



Playing as Kong, first put down Ann so she can escape. Fight the **(V-REX)**. Go to where Ann escaped and lift the pillar, then smash the door to go through. Run and jump along the path until you get to a ledge where predators will attack you. These are easy to kill: hit them or throw them off the edge! When they're finished, smash the gates and go on. You'll get to where Ann is being menaced by two V-Rexes. Enter Rage mode and kill them.



■ Go through here to follow Ann.



PLAY AS KONG

PART EIGHTEEN

V-REX



■ Kill the V-Rexes when you have them like this.

It's easiest to defeat these in Rage mode, entered by pressing **Ⓢ** repeatedly. With this, you can get them in a hold and tap **Ⓢ** to kill them. If they try to bite your neck, hammer **Ⓢ** to make them let go.

» **PART NINETEEN**

SWAMPS



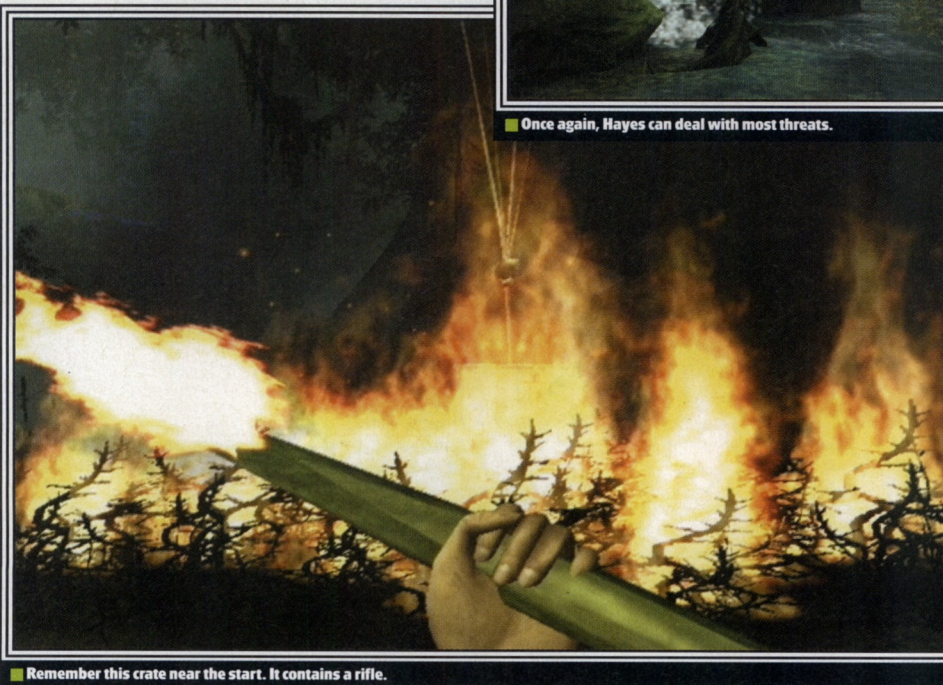
From the start, go to the skeleton on the left and take a **bone**. Light it in the fire and burn down the brush to the right to get to the crate. Knock that crate down for a **rifle**, or get the **handgun** in the middle of the area, and move on. Go through the water with Hayes. Be ready for the crocodile to grab him – shoot it once. Move on until you are standing on the bank over the wide water. Let the other three go first and cover them. Most of the monsters will go for Hayes, so he is your priority. Try to shoot down the bat over the water to distract the crocodiles.

When everyone has crossed, join them while Hayes covers you. Enter the next stretch of water and go forward with Hayes. You can hang back while Hayes kills the majority of these. Follow the channel into the large pool. Kill the bat and all the crocodiles in there. Then get out and follow Jimmy.

Walk up the narrow wall to the flame and light a spear. Two bats will attack you. Use flaming spears to kill them and they'll fall into the brush, letting your team pass. Cover them while they cross the water, using your rifle and spears. When everyone is across, light a spear and then cross while Hayes covers you. Head up the steps to finish.



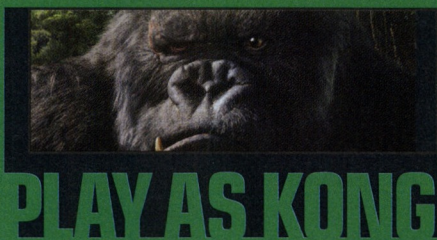
■ Once again, Hayes can deal with most threats.



■ Remember this crate near the start. It contains a rifle.

» PART TWENTY

CHASED BY V-REX

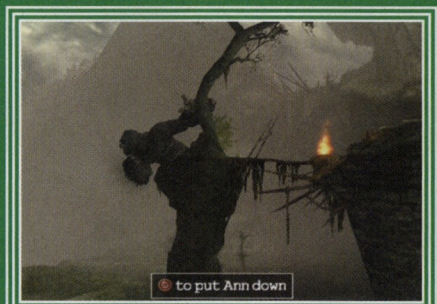


PLAY AS KONG

Starting on the ledge, use the tree trunk to kill the first few predators. Pick up Ann, climb the pillar and leave her there to burn the grass. Jump down and finish off any other enemies, then climb up the wall at the back to follow Ann.

Follow her to the waterfall, killing dinosaurs as you go. At the waterfall, jump down, kill the dinosaurs attacking Ann and grab her. Then jump onto the wall to the right and follow the level around. When you get to the next area, leave Ann up the pillar and kill the bats.

Grab Ann again and smash the doors in the far wall. Put her down to light her spear. Dinosaurs will appear, so quickly grab her back and kill them. Put Ann back on the pillar so she can burn away the stakes blocking your path, then clear out the enemy. When the stakes fall, climb up after Ann. A V-Rex is now chasing her, so hurry after it. Run and jump to the end of the path and fight off the dinosaurs. The V-Rex has Ann trapped on a cliff, so throw things at it, such as dinosaurs and trees. Another V-Rex will attack you, so kill it then lift the pillar to destroy the gate in front. Go through to rescue Ann.



You can always leave Ann up these pillars.



Throw the tree at it! Quick!



Remove that distraction then open the gate.



You could try to keep your balance, but it won't do anything.

» PART TWENTY-ONE

THE LOG



As simple as it gets... When you wake up, follow the river downstream, past Carl, until you meet up with Hayes and Jimmy.



PLAY AS KONG

» PART TWENTY-TWO

THE SKULL ISLANDERS

You start outside the gates of the town. Kill the dinosaurs there. Keep Ann safe from islanders by throwing enemies or scenery at the two gantries of islanders by the gates. When the area is clear, go to the gate and move the pillar out of the way. Smash the gate, pick up Ann and run through the town. Kill everyone in your way. Don't put Ann down or she'll be attacked by scorpions. When you reach the end, leap on. Get to the next ledge and kill the bats there. Drop Ann and she'll run up to the wooden walkway on the left. She'll become a target for islanders with spears. Just kill them while she fights off the bat, as one spear will kill her. Let Ann set light to the stakes up the cliff, then climb up to join her. Run and jump through the rest of the level, carrying Ann. Run through any islanders. At the end, put Ann down and move the pillar.

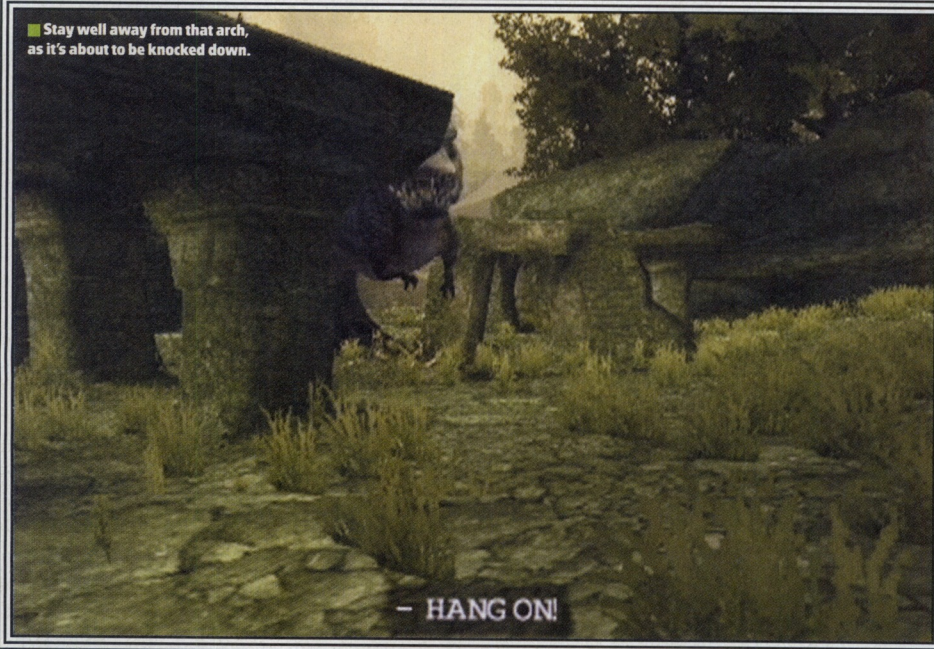
» **PART TWENTY-THREE**

TO SAVE ANN

Go down to Ann. As she gets swept away, go left and follow the river down. At the bottom, jump into the river and walk under the V-Rex and around the corner. Get out of

the river there, pick up a **spear** and throw it at the V-Rex to distract it. Now you have its attention, run through the door the river goes through. The V-Rex follows you, so distract it while Ann opens the door in your area. Keep moving and throwing spears and bones at the V-Rex. When it stops near a wall or arch, move away as it's about to knock it down. It's best to hit it in the head and mouth. When Ann tells you the gate is open, run through. Go up the slope on the left and get to above Ann before the V-Rex does. Follow the path up to meet Hayes and Jimmy.

■ Stay well away from that arch, as it's about to be knocked down.



» **PART TWENTY-FIVE**

VENATOSAURUS

Follow your group up the steps. Once you're in the chamber, run to the top of the steps. Knock down the crate to get a **shotgun**. Then wait at the top for the **(PREDATOR ATTACK)**. When the dinosaurs are gone, you need to find a lever and some fire. Head down to the left of the gate and through the waterfall. Let the monsters in there attack each other, then just kill the winner. Go on to the left and set light to your spear. In the next chamber, set fire to the grass to kill the monsters. Then go through. Get the lever from the wrecked door.

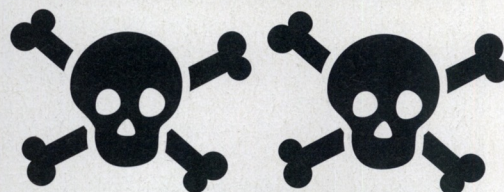
Run back out to the main gate, then go on down to the left of the gate and up the slope. Follow the path here, through the flooded caves, until you pass through a waterfall to an island with a fire. Kill the guarding crabs, light a **bone** and throw it at the scrub near the waterfall. Make your way back to the main door, lighting fires on the way. When you get there, light the scrub then put the lever in the post. Go through the gate.



» **PART TWENTY-FOUR**

THE CAVE

Follow Ann through the caves. When she climbs off by herself, follow the stream around to reach her and Kong.



PREDATOR ATTACK



Predators will assault you. Try to keep near the **spears** to save ammo, and hit the dinosaurs before they can get into your area. Keep fighting, and cover your friends. After a little while, a venatosaurus will join. This dinosaur and the predators will fight each other, so leave them be and try to recover. Eventually, the last predator will win. Kill it while it's eating.

» PART TWENTY-SIX

IN THE MUD

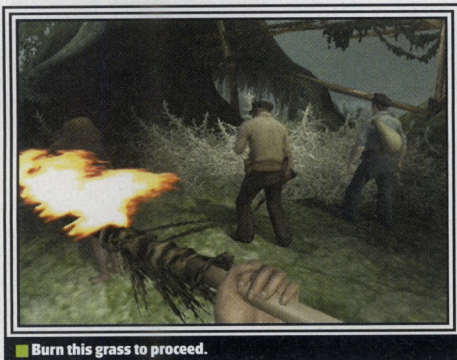


Go down the path. Kill the raptors that attack. The crates here hold a **Thompson**, so grab that if you want it. When all the dinosaurs are gone, move forward. Spiders are blocking the path, so get a **spear** and use it to stab a dragonfly hovering near the crates. Toss it to one side of the path, to lure the spiders away, and go through when they all leave.

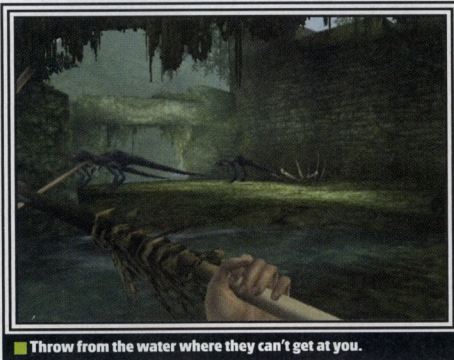
Light a spear at the flame and go through the swamp to the left. You'll find yourself near where you started. This time, use your fire to burn away the scrub blocking your team. Follow the party and when they enter the swamp go to the end of the plank bridge. Cover them with your weapons, or

use a dragonfly to distract the crocodile. Follow Jimmy into the cave. Cross the water with your team and go up the stairs to the pyramid.

There's a mother bat there. When she's dead, follow the group. In the swamp, crocodiles will attack from behind, while there are raptors ahead. Kill both of the crocodiles first. The raptors will wait on land for you, so kill them by throwing spears from the water. Stop at the case to grab the **rifle**, then move on. Swim to under the pyramid and smash the barriers there. There are crocodiles in here. Kill them while moving through the pyramid, breaking barriers as you go. Move out of the pyramid with the group to complete the stage.



■ Burn this grass to proceed.



■ Throw from the water where they can't get at you.

» PART TWENTY-SEVEN

CALL KONG



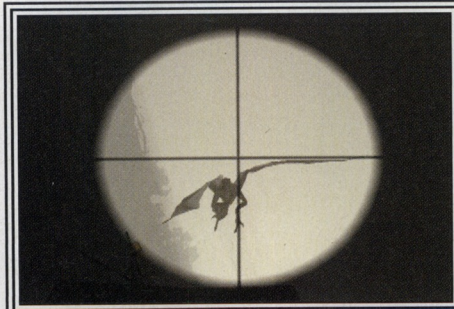
Follow your group down to the lake. When the V-Rex appears, turn and run up the hill. You need to go across the plank bridges and around areas of scrub, which will often bring you close to the V-Rex. When this happens, throw or fire a weapon at its head and keep going. Run through the doorway at the end.

Ann will start to climb the post before stopping. Follow her to opposite the flames to join everyone in shelter.

Follow Ann up the stairs. She will climb up to the urn tower, so cover her from bats. Use spears or the rifle, if you have it. Keep the bats off until Ann lights the urn.



■ Get up the hill as fast as you can. You don't want to hang around with the V-Rex any longer than you have to.



■ Keep Ann covered. It's easy to fend off those bats with the rifle.



PLAY AS KONG

» PART TWENTY-EIGHT

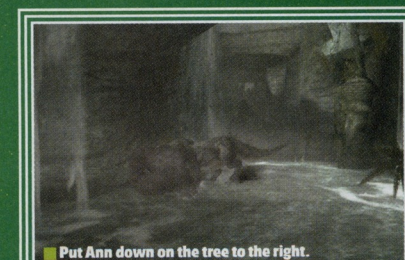
KONG TO THE RESCUE

You start on a ledge with a V-Rex. It will chase Ann, so quickly hit it to distract it. During this fight, Ann will light spears to throw at the V-Rex and bats. When the V-Rex is dead, a bat will snatch Ann. Quickly lift the pillar and smash down the door to chase them. As you go, smaller bats will attack – kill them, as they can slow you down. Keep chasing until you reach the bats' nest. Two mother bats will attack you. Use your Rage mode to see them off, then Ann will join you. Jump with her over the lava. Move quickly on the central island, as it sinks.

When you get to the end of the lava, you have to fight three V-Rexes. Jump down from the wall to stun them, then quickly jump up to the tree to the right and leave Ann there. The V-Rexes will kill you if you let them gang up, so run away to the edge of the waterfall and activate your Rage mode, then kill them. When the area is clear, move the pillar and knock down the gate to proceed.



■ Get this door open as quickly as possible.



■ Put Ann down on the tree to the right.

» **PART TWENTY-NINE**

TO THE PLANE

Grab a **spear**. Two predators will attack you and Jimmy, so kill them quickly. Then follow Jimmy to the large gate and help him to open it. Follow Jimmy down the hill. Try to sneak past the predators that are eating and kill them from inside the small building. Follow Jimmy through the solid looking grass and on down. There are two more predators, one who is dead and one who is only pretending, so be ready to fight. Move on down to the hut with the fire in it. Hide in there and kill the bats that attack, then move out and burn down the scrub blocking your path. Move down with Jimmy, crossing the path, and pick up the **Thompson** from the crate outside the small room. Hide in there to kill the predators that attack. Looking across the path, there's another hut with fire in, so run across and light a spear. Burn down the brush between you and the plane and run down to finish.



■ Help Jimmy with the gate. Two pairs of hands are better than one.



■ You can walk through here even though it's fairly solid-looking.

» **PART THIRTY**

TO THE LAIR

Follow the path around. Knock down the crate to get a **rifle**, then keep moving. Pause when you come to the river. The bats here will attack if you cross, so kill them first by sniping from the bank, then cross. Make your way up the stairs on the mountain. Bats will attack, so advance slowly and be ready to throw things and shoot at any time. Get to the top of the steps and bash down the door. In this room, you need to retrieve a lever. There's a venatosaurus in the main

chamber, so either use spears to kill him or propel a grub near the downward steps as a distraction. Run to the nearest arched area and up the steps. Use your gun and spears to kill the bats there, then knock down the crate and get the **rifle**.

Your next target is the fire on the other side of the cavern. Use the spears to kill the dinosaur or throw another decoy, or just run across. Go up and light a spear. Kill the bats that attack and light the grass to the left blocking the sets of stairs up. A second dinosaur will enter, so kill it or just run past and up the steps. There's a nest of spiders around the lever you need. Get one of the grubs from the nearby skeleton to lure them away, then grab the lever. Run back across the cavern to the large gate and open it. Knock down the crate to get a **shotgun**. Bash down the small door to the right to proceed.



■ Distract the spiders with the nearby grubs.

» **PART THIRTY-ONE**

KONG'S LAIR



Follow the cave out onto the mountainside. You'll have to throw something at this crate to knock it down and get the **rifle**. Go around the corner. There are hordes of bats ahead so use your rifle to kill them while they're no danger to you. However, ignore the bats that are eating for now. When the area is clear, go up the steps. As you go up you'll encounter a lot of bats feasting on carrion. They won't notice you, so throw spears or bones to kill them. When you reach the top of the mountain, go through the gate and follow the cave down and around to the right to find Ann. Press **X** to talk to her and wait for her to join you.



■ Take the bats out while they're still far off.



PLAY AS KONG

» PART THIRTY-TWO

FIGHT IN THE LAIR

Fight the worms. To kill the larger worms, press **○** to grab them, then hammer **ⓧ**. Once dead, they can be used as a flail to injure or kill any other enemies nearby. It's quickest to kill the larger worms by grabbing them and then hitting the smaller worms with them. Beware of the small worms jumping onto you, as they hurt and are hard to see. Kill them all to proceed.

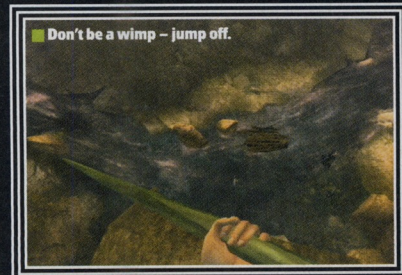


■ Kong's only weapon, the worm flail.

» PART THIRTY-THREE

FREE!

Run forward. Follow Ann's lead and run off the cliff. Plummert into the water and swim to Ann. Sit on the raft and cruise down the river.



■ Don't be a wimp – jump off.

» PART THIRTY-FOUR

CHASED BY KONG



Follow Ann through the cave, stopping to pick up a **spear** or **bone**. When you reach the mountainside, let the dinosaurs keep fighting and follow Ann into the covered area. You need to get to the fire on the other side of the area. Try to kill the bat as a distraction, or just run across. Get into the arches, grab a **spear** and head up to the fire. At this point another predator will appear, so let the dinosaurs fight again. Use your vantage point to throw a lit spear at the brush to the far right. When it burns, Kong will make his presence known. Run back down and join Ann, then follow her down the side of the mountain. Watch out for Kong as you go, and run into the structure with the fire.



■ The fire you need is just through here. Use it to light a spear and burn the brush.

» PART THIRTY-FIVE

HEADING BACK



If you have a spear, light it at the flame. Then follow Ann down the path. Walk up to the bat eating the carcass as a predator attacks it. The predator will then attack Ann, so fight it off. Remember, flaming spears cause more damage. When it's dead, you need to get through the brush to the left. Use a spear to knock down the flaming skull over the brush. Take the opportunity to light a spear, then go through. Two raptors will attack you. Kill them, then the bats and the predator that jumps out from the right. Carry on after Ann. Four raptors will jump over the rubble in front of you. They'll go for Ann, so kill all four as soon as possible, as Ann will be no use in this fight.

Grab a **spear** and follow Ann down to the right and on into the grass. The islanders will light it, so get out of there quickly. Take the opportunity to

light your spear. When the fire dies down, run through the area as the islanders throw their spears at you. Keep going towards the fire to complete the stage.



■ Knock this skull down to proceed.

» PART THIRTY-SIX

BACK TO THE VILLAGE



Follow Ann up to the doorway. Go outside. If you have a burning **spear**, set light to the brush around the area to clear a path.

Otherwise, use a spear or a bone to knock down one of the flaming skulls in the area and light the brush, taking the chance to light a spear as well. Follow Ann through the cave and back out to the wall where you first entered the jungle. Let Ann climb up onto the wooden bridge and watch.



■ The last piece of burning in the game. Promise.

PLAY AS KONG FOR THE REMAINING LEVELS



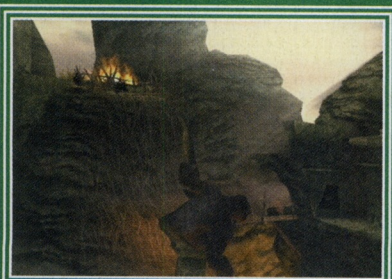
» PART THIRTY-SEVEN

KONG'S CAPTURE

Run and jump over the bridge. The islanders in this section are easy to sweep out of the way. Smash down the gates and move through the city, crushing everything in your path. When you reach the climbable wall, go up and jump over to the next ledge. Kill the enemies here. The islanders on the other platform throw spears at you, so you can't open the door yet. Instead, jump to the right and swing round to the tree so you can jump onto their platform. When they're dead, jump back down and open the gate. Run down the street and climb up. Jump down to where Ann is, grab her and go over to the climbable wall. Jump up to the tree there and set Ann down so that she can burn away the spikes at the top. Grab Ann again, then climb up to the top, drop down and head to the beach.



■ Jump around to here to take care of pesky islanders. Why can't they just leave you alone?



■ Let Ann off here so she can clear the way. Pick her back up when she's done.

» PART THIRTY-EIGHT

KONG STRUCK DOWN



Following Kong's gassing, walk over to where Kong is lying and listen to Carl and Ann talking. They are talking about

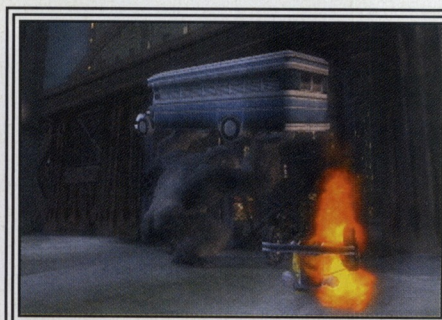
how Kong is going to be the biggest show in New York. Listen carefully and you may hear some references to the forthcoming movie.

» PART THIRTY-NINE

THE STREETS OF NEW YORK



■ Break your chains to make the show more exciting.



■ Get that bus out of the way so you can smash the fence.

While all the crowd are gawping at you, press **X** repeatedly to break your chains. After they've run, kill the people shooting you and then smash down the fence to get onto the streets. Police cars and soldiers on rooftops will fire at you. Pick up and throw cars with **O** to kill them. You'll know they can hit you when you see yourself from their view. Follow the cars to the fence and smash it to get under the train tracks. Run down, jump over the gap

and out onto the streets again. Throw cars at the trucks, as they have cannons on them. Follow the police to where the bus is blocking the streets. Kill the soldiers on the roofs, then lift up the bus. Smash the fence and go through. You now have to run a gauntlet of trucks with cannons on. Keep moving down the road towards The Empire State Building. When Ann appears, go to one of the columns and press **O** to start climbing. Head up the building.

» PART FORTY

THE EMPIRE STATE BUILDING

Climb up to the top of the building. You'll put Ann down. Use the left stick to move around the spire and **X** to strike at the planes. Try to hide from them as they fire, then swing out and hit them when they pass. Eventually Kong will fall to his death – there's no avoiding this and it signals the end of the game.



■ Keep the spire between you and the planes. Enjoy playing out one of the most iconic moments in cinema.

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23653	23121 Sean Paul We Be Burnin
24199	20047 Liberty X Song For Lovers
24369	23506 Dannii Minogue Perfection
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24370	24363 Love Bites You Broke My..
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PUBLISHER	CAPCOM
GENRE	HORROR
PRICE	£39.99
PLAYERS	1
NETWORK PLAY	NO

GUIDE WRITTEN BY: RYAN KING



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**PART
TWO**
**SURVIVAL
GUIDE!**

resident evil®

The final half of the main guide helps you escape from the castle before tracking down Lord Saddler to his island hideaway.

PROTECTING ASHLEY

While Ashley is trapped, you have time to grab all the items around the room. Check behind Lord Saddler's painting for **5,000 gold**. When the room is clear, use your rifle to zoom in and shoot the three metal bars across Ashley. Shoot them at the edges rather than the middle, so if you miss you don't hit Ashley. When Ashley's freed, monks will arrive to try to kidnap her. Keep

your sight trained over Ashley and shoot the monks as they come near her. When the first wave is dealt with, more monks will burst out the door to the left. Turn left, shoot the crossbow monks, then turn right and keep the sights over Ashley again to deal with the other two monks. Once they're dead, shoot the red-robed monk. Ashley will grab his **Key** and unlock the nearest door.

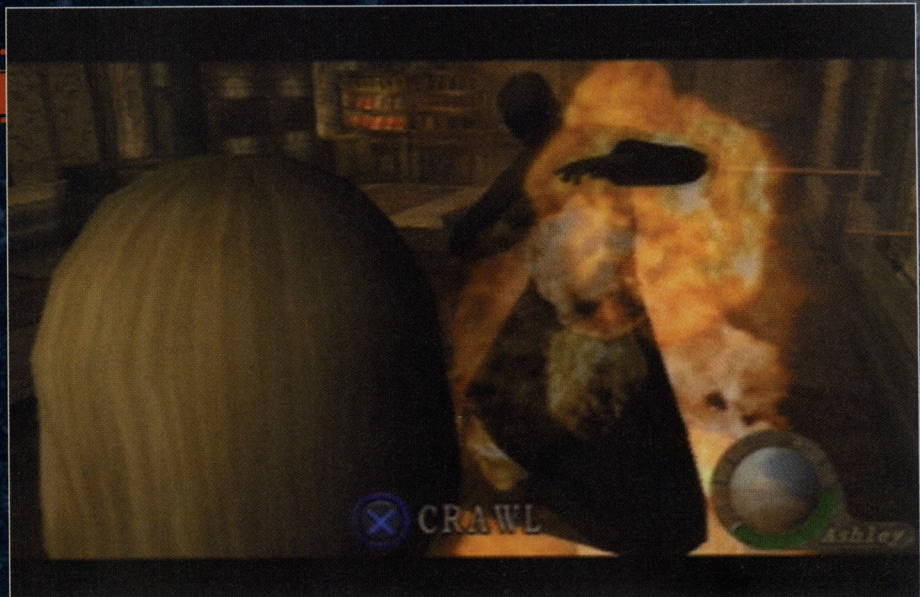


■ Shoot the metal constraints from the side so you don't risk accidentally killing Ashley.

CASTLE MAP

HELPLESS

You're now in control of Ashley. Grab the **Yellow Herb** from **Room 13** and run forward to **Room 14**. Run past the monk and under the desk. You'll find a lantern – wait for the monk to get close, then use it. Two thrown lanterns will kill him. To the right of the gate is a hole you can crawl through; use this rather than the crank. In the next room, throw two lanterns at the monk and use the cranks to open the gate. Now go to **Room 16** and push the cupboard to reveal a red button. Press it and crawl under the desk to find another button. Press it, head into the middle of the room and grab the **Stone Tablet**. Press the button there then press the cupboard button again and walk through the final barrier to find a **Blue Velvet** and **money** in the cupboards. Walk through to the knight hall (**Room 18**).



■ Ashley will aim automatically, so you just need to wait for the monks to come into range.



CASTLE MAP

CASTLE MAP, P65

KNIGHT NIGHT

Run through the corridor until you find a puzzle at the end. Move the blocks around until the picture is complete, bar one block in the bottom right. Hit the grid pieces in the following order: right, top-right, top, middle, left, bottom-left, bottom, bottom-right, right, middle, top, top-left, left, bottom-left, bottom, middle, right and bottom-right. Phew! Put the **Stone Tablet** in the empty slot to open the adjoining **Room 19**. Run inside and grab the **Spinel Salazar Family Insignia** and **Gold Bangle**. Only when the room is cleared out should you approach the chest – it contains the **Serpent Ornament** and also triggers the knights. As they charge towards you, turn around and run back the way you came as fast as you can.



■ This is how the completed puzzle should look, with the Stone Tablet inserted at the bottom right.

As you run through the knight hall, cut-scenes will be triggered where knights will try to attack you – use **L1+R1** or **□+△** to dodge them. When you get back to **Room 16**, hit the button where you found the Stony Tablet to cut off the chasing knights. Then head to the secret



■ Put the Salazar Family Insignia in the dial to turn the crank for the secret passageway.

entrance (**Room 17**). Grab the **ammo** from the drawers, put the **Salazar Family Insignia** in the slot and push the crank to reveal a hidden passageway. Climb the ladder. There's **gold** to your right. Run to the end of the corridor to rejoin Leon.

DRAGON'S DEN

CASTLE MAP, P65

Take all of Ashley's items, including her **Yellow Herb**. Go through to **Room 11** and take the lift across the lava. You'll leave Ashley behind at this point. Walk through the door and you'll find yourself in a blazing hot room. When you walk forward, a small cut-scene will activate showing the dragon to your right starting up. As soon as you regain control, get out your semi-rifle and snipe the monk on top of it. Repeat for the left-hand dragon. Jump through the rotating cage and out the other side and shoot the monks. Grab the **Illuminados**

Pendant from the chest to your left. Then run to the final two walls to activate a cut-scene showing the last dragon emerging. When you regain control, hide behind one of the two walls. The dragon will turn left or right to breathe fire – when it does, run to the opposite direction to get enough angle to snipe the monk on top of the dragon. When he falls, quickly turn around and shoot the monks approaching you from the rotating cage. When all of that is done, hop onto the stairs to grab the **Lion Ornament** and head back to Ashley.

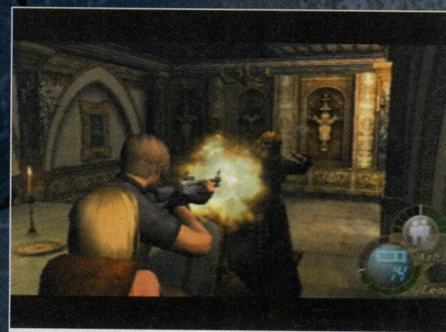


■ Hop on this rail mechanism to head across the lava lake to the Lion Ornament.

CASTLE MAP, P65

HIDDEN TREASURE

This little diversion is entirely optional but recommended. Instead of taking the railcar on the right, order Ashley to follow and head back to the tall ledge (**Room 34**). Head back through the dining hall for the quickest and safest route. Be careful though – you'll run into new scythe monks in this area, so have your Riot Gun ready. When you get to the tall ledge, give Ashley a piggyback so she can unlock the door. Inside the room, you'll find plenty of treasure chests, with the main prize to be found in the big chest – a **Broken Butterfly**! This special gun uses Magnum bullets, so start hanging onto them whenever you find them. Even if you decide not to bother taking this diversion to get the Broken Butterfly from the chest, you have to buy it from The Merchant: it makes life much, much easier.



■ You'll encounter some monks on the way back, so have your shotgun ready.

CASTLE MAP, P65

CROSSING THE CASTLE

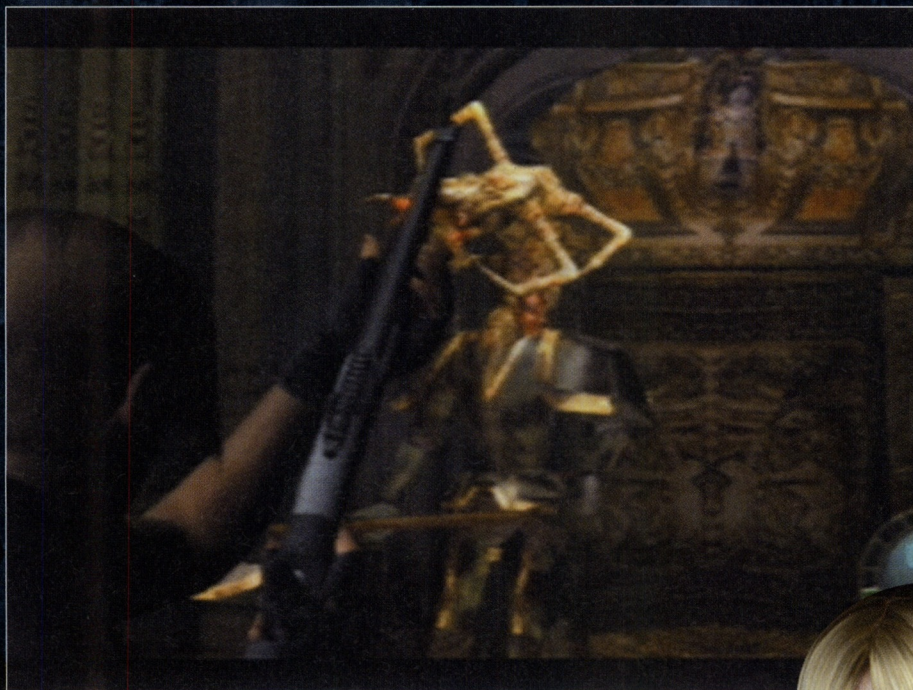
Hop in the railcar (**Room 11**) and head back to the ornament wall. Use the three ornaments you've found to lower it and head on through. Check the stairs to your right to nab **5,000 gold** from behind Lord Saddler's painting. Head into the adjacent **Room 37**, smash the vases there to pick up more **ammo**, then hop onto the railcar to cross to the other side of the castle (**Room 38**). Smash the vases here, then head into the new area (**Room 39**). You can save your game in the room to your right – it's a good idea to start tuning up the power of your Broken Butterfly too.



■ Head back to the wall Salazar put up and put the Ornaments in the empty slots.

CASTLE MAP, P65

KING'S GRAIL



■ All the knights sprout parasite heads, so be careful when they get close to Leon.

Leave the typewriter room and run right to grab a **Yellow Herb** from the far end. Order Ashley to wait. Walk forward and more knights will attack, as in Ashley's mission – use the dodge commands to evade them. To your right is a small circular room with the **King's Grail**. Reload all your weapons, then grab it. Three knights will now attack you. Their attacks are slow so run around the room until you get a clear shot at them, then shoot their heads. They're all infected with parasites, so be prepared to shoot the head eruptions too.

When they're all dead, three more knights will appear from the same areas, so get ready with your Riot Gun trained on the wall and you should be able to kill one straight away. Use the Riot Gun or semi-rifle to deal with the other two. Rejoin Ashley, order her to follow and head for **Room 41**.

CASTLE MAP, P65

QUEEN'S GRAIL

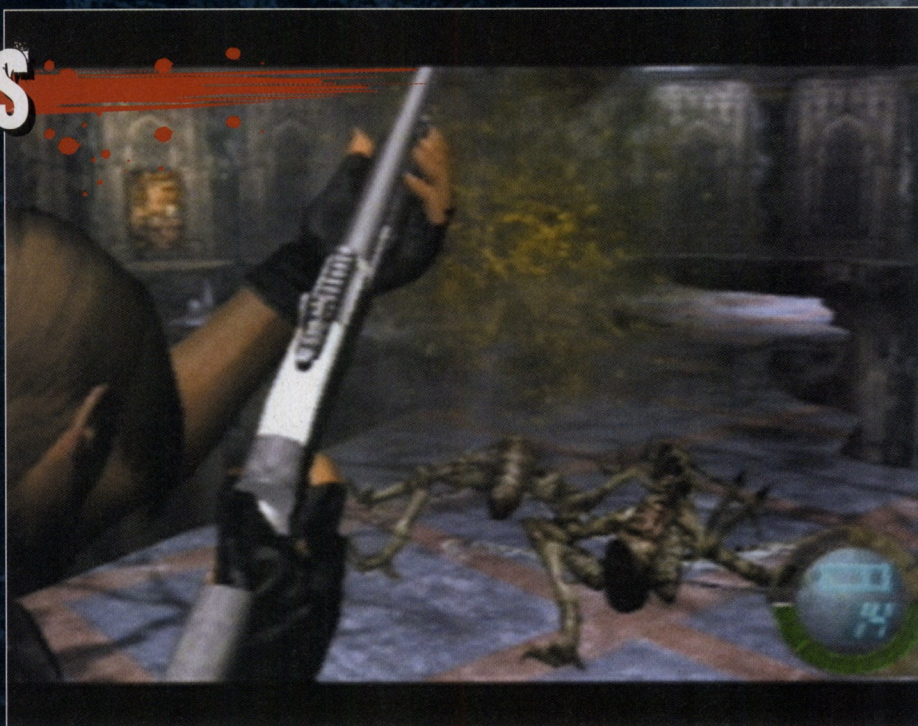
Walk over a pressure pad and when Ashley stands on it while following you, tell her to wait. Push the two knight statues onto two other pressure pads, then stand on the final one yourself. This will open a new door to a small chamber (**Room 42**), so equip your Riot Gun (or handgun if your aiming is good) and enter it. Salazar has set a trap for you here – simply shoot at the four red lights in the ceiling to save yourself. Grab the **handgun ammo** from the corner of the room and tell Ashley to wait. Run through the corridor to the small storage room (**Room 43**) and grab all the items including the **Elegant Chessboard** from the cupboard and the **Queen's Grail** from the chest. That done, equip your semi-rifle and stand in the small storage room looking down the corridor. Call Ashley and a trap will be activated – simply zoom in with your semi-rifle and snipe the two monks driving the driller to save Ashley. All that's left now is to use the Grails. Run through to the only room remaining (**Room 44**) but don't enter it: you'll see monks waiting for you at the end and you can snipe them all safely. Once they're dead, shoot the **Spinel**s out the statues to your left and use the Grails – Queen on the left, King on the right – to open the door.



CASTLE MAP, P65

FLYING INSECTS

Run forward and ignore the door, jumping through the broken window to your right instead. You'll end up on a balcony. Grab the **Red Herb** to your right, then climb the ladder to your left to find a **Butterfly Lamp**. Look through the window and you'll see a giant pulsating mass in the big room. You can either head through this window or through the door you previously ignored. Either way, equip your Riot Gun first. The ensuing cut-scene will see Ashley stolen from you as you have to defend yourself from flying insects, otherwise known as Novistadores. Back yourself into the small corridor where the door is and shoot the insects. Note that they take more damage if you shoot them while they're in the air. When they're all dead, you can shoot at the pulsating mess hanging from the ceiling until it falls, leaving behind a batch of **Blue**, **Green** and **Red Eyes** for you to take. In any case, pull the lever on the other side of the room and shoot the chains holding the bridge. This bridge will give you access to The Merchant (**Room 47**), so run into the next room. Go through the door at the end of the corridor to find yourself outside.



Remember that insects take more damage while they're in the air. You can afford to wait.

CLOCK TOWER

After more taunting from Salazar, snipe the monk on the tower in front of you, then equip the Riot Gun. Run across the bridge, up the stairs and across the balcony. Beware scythe monks lurking around. Enter the tower and you'll see a huge cog machine. You need to shoot the three pieces of wood blocking it – there's one ahead of you and two more on the next floor up. Climb the ladder to get a better shot at them. Once they're gone, grab the **Green Herb** and pull the lever from the top floor. This lowers the bridge to the next tower. It also activates a new wave of monks armed with dynamite and

crossbows. Either use your semi-rifle to snipe them from the top floor or rush down to the bottom floor and through the door to exit. Cross the bridge and a cut-scene will play – when it ends, you'll be surrounded by monks. Throw a flash grenade at those in front of you, turn 180°, shoot the two monks cutting off the back escape route and then run back to the previous tower, enabling you to snipe the rest from distance. You can pick up a **Gold Bangle** from the red-robed monk.

An even easier way of dealing with them is to throw a grenade at the first group of monks and then run past them as they're knocked down to head through the door, saving precious ammo. It's your choice...



When Salazar has finished his little diatribe, snipe the monk on the balcony ahead.



To save ammo, throw a grenade and run through this crowd of monks to the doors straight ahead.

NERVES OF STEEL

The next room is a nightmare. You're trapped with two blind prisoners AND monks to deal with at the same time. Ouch. The best way to deal with this predicament is to keep running and shooting at the monks first, ignoring the blind prisoners. There are roughly eight monks in total and they tend to appear two at a time – keep shooting and keep running to avoid the claws of the two blind prisoners. If you ever see a blind prisoner charge you, just run away!

Once the monks are dead, stop running. Walk instead and use your handgun to shoot the bells. This will attract the attention of a blind prisoner



Remember to use the right analogue stick to move the camera around while walking.

and leave the weak spot on his back exposed for you to snipe – three semi-rifle rounds should be enough. If both prisoners are alive, run after each sniping round – the remaining blind prisoner will hear where you are and charge you, no matter where he is in the room.

Once they're both dead, grab the **gold** they drop and head through to Salazar's domain



During this cut-scene, get ready with those dodge commands to avoid the pit spikes!

(Room 50). When the cut-scene plays and you fall, get ready to dodge (**L2+R1** or **△+○**). When you hit the bottom, grab the **Crown** from one of the dead monks and tune up your weapons at The Merchant, particularly the Broken Butterfly. Save your game and reload all your weapons. You're going to need all the help you can get: the next area is particularly nasty...

BOSS: Salazar's Guardian

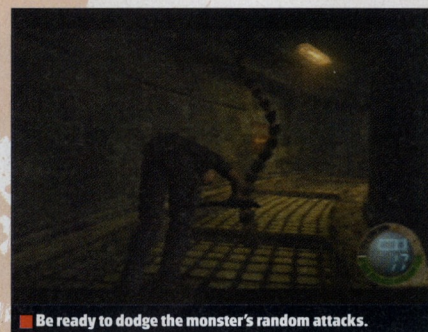


When the creature is frozen, either reel off a few Magnum rounds or run like hell.

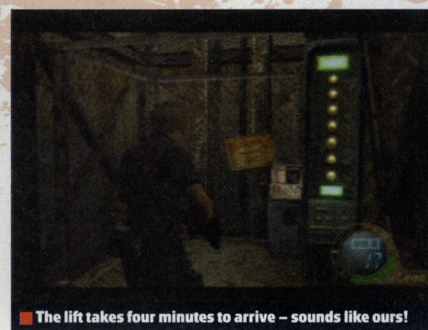
This is by far the toughest boss you'll encounter yet. When you head through the tunnel, grab the **Red Herb** from the pipes and the **First-Aid Spray** and **ammo** from the elevator room to your right. When you leave the elevator room, Salazar's Guardian will chase you – you'll always have to be ready to use dodge commands, as it'll randomly attack from the ceiling throughout this encounter. Run through the tunnel to the control room at the end. There's a switch in the far corner; hit it and the elevator will slowly start arriving.

When you try to leave this room, Salazar's Guardian will attack. You have to evade its

clutches until the door opens. Run back to the button and run around the generator until the door opens. At this point, you have to decide whether to run away until the lift arrives or stand and fight to get the **Crown Jewel** it drops once dead. Either way, if you find yourself in trouble in the control room, run to the liquid-nitrogen canister in the corner of the room and kick it over. This will freeze Salazar's Guardian, enabling you to run or to shoot it with the Broken Butterfly (DON'T shoot unless you're planning to kill it – the ammo is too valuable!). Once the door unlocks, run down the corridor to



Be ready to dodge the monster's random attacks.



The lift takes four minutes to arrive – sounds like ours!

find another liquid-nitrogen canister. Repeat the same process: kick it over, freeze Salazar's Guardian, then either run or shoot. There's another liquid-nitrogen canister in the room to your right (good for stalling for time, even if you're running away) and one final one in the elevator room itself. Ten Broken Butterfly shots will kill the Guardian, but don't try to shoot at it unless it's frozen. If you kill the Guardian, grab the Jewel and leave via the elevator. If you're running, run up and down the corridor outside the elevator room (more room) until the elevator arrives. It takes four minutes in total to arrive.

EXPLOSIVE ENTRY



■ From the top of the walkway, you can snipe the majority of the villagers before you head down.

Grab the items in the small caveaway. You're fighting villagers again – kill the first two with your Red9. You'll emerge in a big cave. Run straight ahead and slightly to the right to find a lever; hit it to start the mine cart. When the power cuts out, turn around and run to the other side of the cave and up the incline. You'll find a power switch. Grab **5,000 gold** from around the back of it, then throw the power switch. Now turn around and face the incline to take out all the chasing villagers.

There are approximately 12 of them. Once they're all dead, a chainsaw guy is waiting by the mine-cart lever. Equip your Riot Gun and kill him to get **10,000 gold**. Activate the lever and the mine cart will come down. Grab the **dynamite** sitting on top of the mine cart and use it on the boulder to the right of the lever. Run away from the boulder so you're a safe distance from the explosion and the dynamite will clear a path for you. Run along this new path and through the doors.



■ Run across the cave and head up this incline to find the power switch when it shuts down.

BOSS: Twin Gigantes



■ There's a scaffolding with a ladder just ahead of you. Go there when the fight starts.



■ When the Gigantes make their way over, use the zipline to evade their clutches.



You now have to deal with two Gigante monsters at the same time. As soon as the fight starts, run up the ladder to get to the top of the scaffolding. There will be an option to use the zipline. Wait until one or both of the monsters ambles over, then use the zipline. You'll land next to a control panel. Press **△** and Leon will switch his view to the metal circle in the middle. Wait for one of the Gigantes to walk over it, then press **△** again. The metal circle will fall away and the Gigante will fall into the lava beneath! If you miss, run back to the scaffolding, climb the ladder and start again. Also remember that while El Gigante is thrashing around in the lava, he can still grab you; so avoid the middle of the arena until the metal circle closes up, killing him for good.

One down, one to go. Run around the outside of the arena grabbing the items, including the **First-Aid Spray**. This Gigante follows the same pattern as the first one you met back in the village, so use flash grenades to blind it, then the Riot Gun up close to make the parasite on its back show itself. When it does, run up its back and start slashing away. Repeat until it dies. Grab the **15,000 gold** it drops and exit the room.

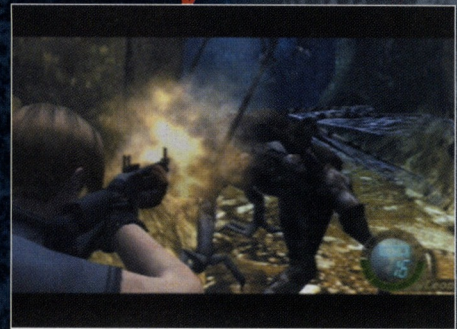
INSECT CAVES

This area is full of flying insects so you need to assess your ammo situation. If you have lots of shotgun shells left, use your Riot Gun to kill the insects. Otherwise, use your Red9 (or whatever handgun you're using) to fend off the insects. Remember that they take more damage while they're flying.

When they're knocked down it takes a while before they get back up, so use this time to run past. Run down the slope to your right and up the incline to find **handgun ammo** and the first cave. Grab the **Green Herb** lying inside and press the first light switch. Then run back outside and



■ You can either shoot the insects while they're flying or knock them down and run past if low on ammo.



■ As soon as you hit the button, insects will try to ambush you. Have a flash grenade ready.

past the main doors to find the second cave and the other light switch. Press it and the main doors will melt from the light. If you've killed all the flying insects, there are some small items around the area to retrieve – but if you're only using the handgun to defend yourself, they're not really worth bothering with, so just hurry on

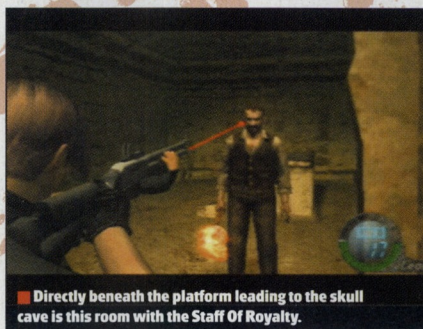
out of there. The next small section has falling pillars to run past. Look out for the lever on the wall to your left, as this stops some of the falling pillars and clears the way. Once you've done that, collect the **Royal Insignia** at the end of the tunnel and a lift will carry you upwards to the next section.

DEEPER UNDERGROUND

Save your game and upgrade your weapons at The Merchant. At this point, you should make a choice between the Striker or the Riot Gun. The Striker is better for crowds and has an exclusive upgrade allowing it to pack 100 shots, while the Riot Gun is much more powerful. We recommend sticking to the Riot Gun, if only for its versatility. Also, DON'T use any Magnum bullets. At all. You need to start saving them. Follow the path forwards and kill the two villagers. Climb the ladder in front of you and you'll have the perfect vantage point to take out the group of villagers – throw a grenade, then switch to semi-rifle to snipe the survivors. The lion door in front of you requires a sacrifice, so run right and head down the trapdoor. Run down the tunnel and you'll be standing on a small platform in a sandy cave with a locked mine-cart door at the far end. You should see four villagers standing about; snipe them. Run down the right hand step, slashing the bear-traps with your knife as you go, and turn left. You'll see a small opening taking you under the platform. Kill the villager there and grab the **Staff Of Royalty** he was guarding. Head back up and to the right of the cave. Turn left so you're facing the skull room. You can snipe the first chainsaw guy on the top floor from this vantage point. Five headshots will take him down. Once he's dead, run around the right of the skull room to find the entrance, kick the door down (tap \otimes) and



■ You can't pass through the lion door yet. Come back here with the Stone Of Sacrifice.



■ Directly beneath the platform leading to the skull cave is this room with the Staff Of Royalty.



■ This chainsaw guy can't reach you on the outside, so keep sniping him until he falls.

blast the second chainsaw guy with your shotgun. When he's dead, grab the **Key To The Mine** from the top-floor chainsaw guy. This will activate more villagers. If ammo is running

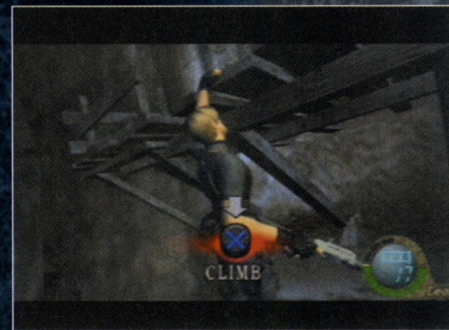
low, just ignore them and head to the mine-cart door (there's a **Red Herb** to the left of it). Unlock it with the Key To The Mine and run through to the next room.

NO BRAKES

Reload all your weapons and head through to the next room. Spider parasites will drop down as the ceiling slowly starts descending. Immediately shoot at the four red lights in the ceiling (if you need to reload, simply change weapon instead) and then shoot the parasites. Push onwards through the corridors until you reach the minecart train: three mine carts all linked together. Jump into the middle mine cart and shoot the lever to your left. Now jump into the back mine cart and get ready with your shotgun. Villagers will try to jump into the mine cart as it passes. Shoot them from distance to make them fall early, and blast the ones who manage to make it onto your mine cart. Also watch out for wooden beams at head height. You either have to shoot them or use the dodge commands to



■ Once on the moving mine cart, hop to the back cart for the best position to shoot villagers.



■ Get ready to jump at the end, then hammer X to scramble onto the ledge to safety.

duck. Eventually, your cart will come to a halt and villagers will start jumping in. Keep blasting away and when the chainsaw guy jumps in, throw some grenades at him. Keep him away from your cart at all costs!

Once the villagers are dead, the cart will take off again – if not, shoot the lever. Eventually, the cart will start heading down a steep slope and

sparks will fly off the wheels. Get ready to hit the dodge commands when this happens and then hammer the X button to climb up the ledge. Run through the corridor and collect the **Stone Of Sacrifice** from the end. Climb up the ladder and use the Stone Of Sacrifice on the lion door. Now use the elevator to enter the next area.



■ There are plenty of monks who attack in random waves so always stay vigilant.

SALAZAR'S STATUE

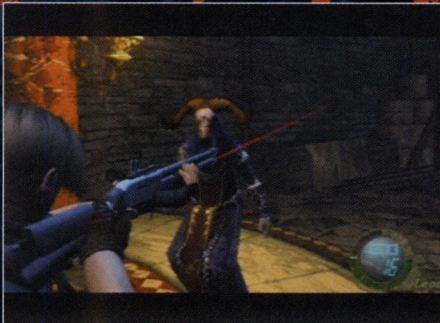
Walk down the steps into the new area. You'll find yourself in a huge room with a giant stone statue of Salazar. The idea here is to activate the monks' ambush, then run back to this room to deal with them. Run down the path to the left and monks will seal off the exit. Quickly run back to the room you started in and snipe all the monks. Monks will appear at regular intervals, so keep sniping them. When Salazar's left hand comes down, jump onto it, turn 180° and wait for the hand to rise. When it does, jump onto the next level. Throw the lever and it'll raise one of the platforms leading to the exit. Turn around and jump back on Salazar's left hand. Wait for it to drop, then jump onto the central platform. Hit the switch here to activate Salazar's right hand. Wait for the right hand to take up, then hop off and hit the switch around



■ Hit this switch to move Salazar's right hand up and down, allowing you onto the higher platforms.

the back of Salazar's head. Then climb down the ladder to hit the final switch, raising the platform to the exit. As you leave, Salazar's statue will come to life. Hammer X to outrun the statue and be ready to dodge – L for the left pillar, R for the right pillar, L+R to dodge both of them. When you regain control of Leon, run towards the door and slash the lock of with your knife or shoot it with your shotgun. Kick the door open and run forwards. Another chase will begin, so hammer X to run and get ready to press L and R to jump. Finally, hammer X to scramble onto the ledge to safety. Now time to get Salazar himself...

SALAZAR'S LAST STAND



■ When the monks from downstairs attack, head there yourself to kill this monk.



■ Push the crates off the lift so it doesn't exceed the weight limit and can start moving up.



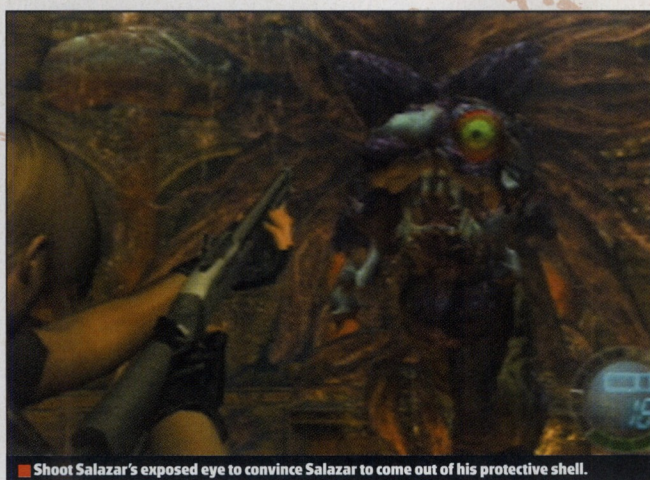
■ When monks jump on the lift, act quickly and shoot them back off with your shotgun.

During the cut-scene, Leon will impale Salazar's hand with a knife. Get ready to dodge when the knife is thrown back. That done, collect the **Yellow Herb** from around the back of the boxes to the left. Now run up the stairs. Some monks will activate a lever that sends barrels down the stairs, blocking that way up. When this cut-scene happens, you'll be in the perfect sniping point to take them out. Once they're dead, run up to where the barrel lever was and more monks will appear from the bottom – of all types: regular, scythe and shielded. Shoot

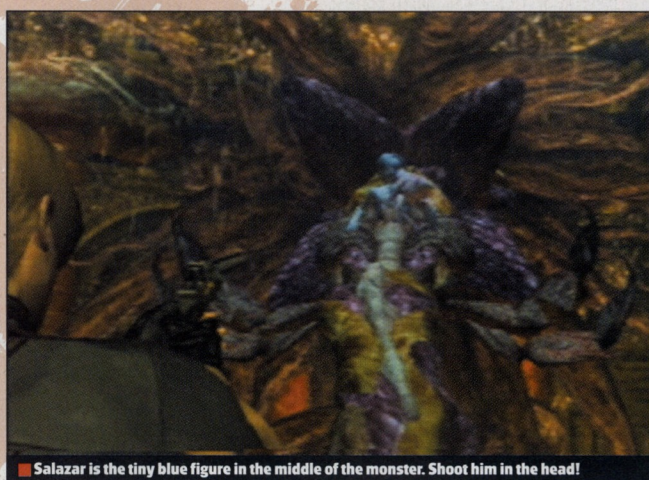
them all as they head up the stairs or, better yet, use the barrel lever to save ammo (don't snipe – save your rifle rounds!). The ram-head monk at the bottom will stay there, so you can go back down and kill him (with four or five shotgun rounds) for **5,500 gold**. Now head back up the stairs, grab the **Green Herb** from the crate at the end and walk onto the lift in the middle. Push the crates off so the lift doesn't exceed its weight limit, then push the button. As the lift goes up, monks will jump in and the lift will stop as its weight limit is exceeded. The lift can only hold the weight of

Leon and one other monk – when more monks get on, use the shotgun to blast them off the edge. Also watch out for the crossbow monk as the lift starts ascending. When you reach the top, follow the walkway until you find another lift. You'll find a **Red Herb** here and can drop down for a chest containing a **Gold Bangle**. Now get in the lift to find a Merchant, typewriter and tons of **ammo**. Grab all the ammo, tune up your Broken Butterfly, reload all your weapons and save your game at the typewriter. Now head through the doors next to The Merchant.

BOSS: Salazar



■ Shoot Salazar's exposed eye to convince Salazar to come out of his protective shell.



■ Salazar is the tiny blue figure in the middle of the monster. Shoot him in the head!

The idea of this boss battle is to shoot at the exposed eye in front of you so Salazar reveals himself. Then plug away at Salazar's head with the Broken Butterfly until he hides himself away again. You should only ever use the Broken Butterfly or, in worst-case scenario, a tuned-up semi-rifle to shoot at Salazar. Shoot at the exposed eye with your shotgun to save other ammo. Depending on how powerful your Broken Butterfly is, six to nine head-shots will finish off Salazar for good.

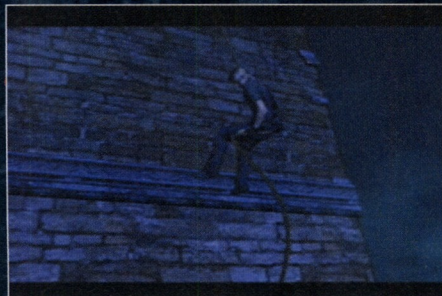
There isn't much threat to Leon as long as you stay in the same position after the cut-scene and don't stray too far. There are two tentacles that will occasionally swipe at you but they're easily avoided using the on-screen dodge prompt. Sometimes the monster will open its mouth sideways; when this happens, run from your original position to either side, wait for it to attack, then run back. If you need more ammo, jump down to the bottom floor to smash the barrels there. Make sure you snatch the **rifle**

rounds and **shotgun shells** at the very least, then head back up to the top floor.

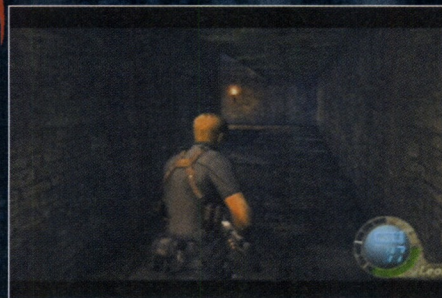
This is the first time you can take advantage of the reloading glitch. When you see an incoming tentacle that forces you to dodge, start reloading. The dodge animation will interrupt the reloading animation but when you regain control, your gun is fully reloaded anyway. This is a tough glitch to master but comes in particularly useful when you need to reload your the Broken Butterfly, which normally takes ages.

LEAVING THE CASTLE

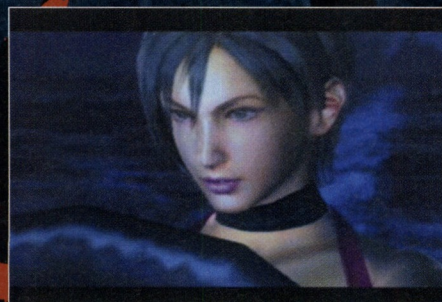
With Salazar dead, grab all the items from the bottom floor. There's a lot of ammo to be had here, especially if you didn't visit the bottom floor during the boss fight. Exit through the double door and use the zipline to jump down the castle. There are two barrels at the end but be careful because one of them contains a snake. Shoot the snake and if you're lucky it'll leave a **chicken egg** behind. It only takes up one slot in your inventory, so it's perfect as a quick health boost. Even better, you can equip it as a comedy weapon! That done, follow the path to find The Merchant. It's a good idea to tune up your Riot Gun or Striker, depending on which you're using. Save your game and exit through the doors to meet Ada and bid farewell to the castle. Now it's just the island to go...



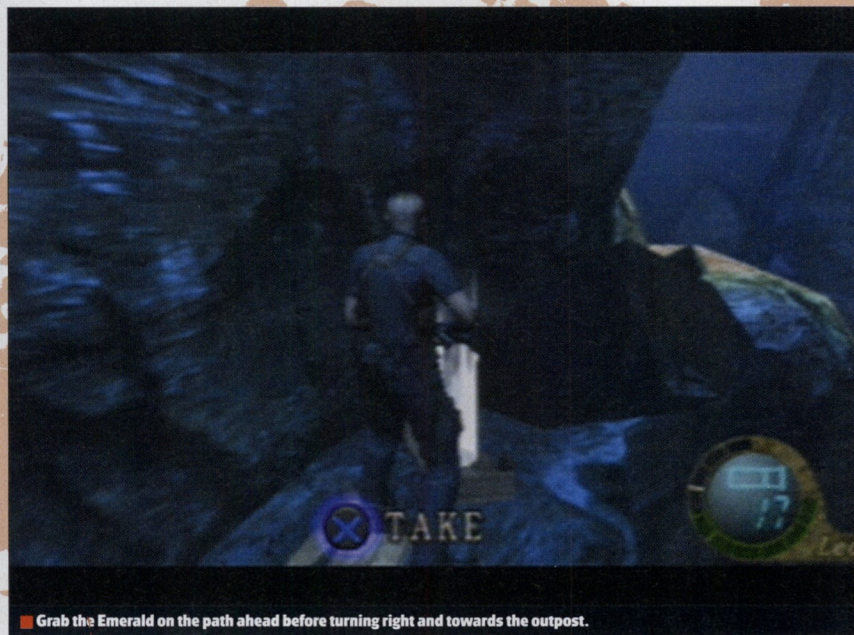
■ Press **X** at the end of the path to grab the nearby rope and head to the bottom of the castle.



■ This is the final corridor. Make sure you tune up your shotgun at The Merchant before leaving.



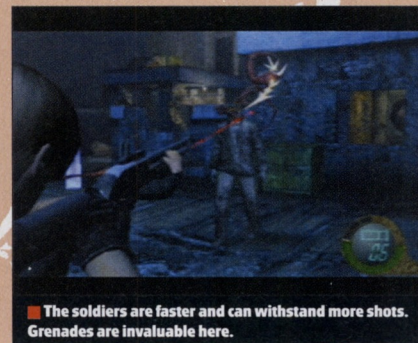
■ Ada Wong is waiting to take you to the island. Bid farewell to the castle; things are about to get hectic...



■ Grab the Emerald on the path ahead before turning right and towards the outpost.

THE ISLAND

Now for the final third of the game: the island. Run along the cliff edge and through the small cave. There's a turning right but ignore it and push on. Clamber up the cave here and smash open the boxes to grab an **Emerald**. Now head back and take the turning right. You'll see a small outpost. Reload all your weapons, then jump over the gap. The alarm will sound and a new type of enemy will attack you: infected soldiers. Soldiers are much faster than previous enemies, so shoot whenever you can rather than lining up head-shots. When the first four enemies are dead, run around the right of the outpost until a cut-scene shows a mini-gun soldier jumping into the fray. Hunt him down immediately and pelt him with incendiary grenades then a flash-grenade/shotgun combination until he falls. Other soldiers will attack you in the meantime but the mini-gun soldier is your

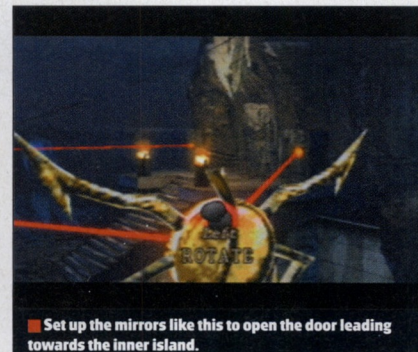


■ The soldiers are faster and can withstand more shots. Grenades are invaluable here.

top priority, as he easily does the most damage. When he dies, grab the **15,000 gold** he leaves and run back to the start gap you jumped over. You can safely take out the other soldiers from here. When they're all dead, run up to the big door by the steps and activate the laser. Follow it to the first mirror and rotate this so the laser hits the second mirror. Then rotate the second mirror back at the door. This will unlock it, so hunt around the outpost for items. When you're done, run up the steps and through the big door.



■ When the mini-gun soldier jumps down, pelt him with grenades until he falls.



■ Set up the mirrors like this to open the door leading towards the inner island.

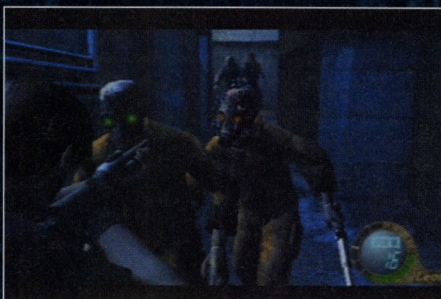
SMASH MOUTH

Turn right and slowly walk along the path. When the camera flicks upwards to show the loose boulder, get ready to press the dodge command. You can't shoot the soldiers who pushed the boulder, so just keep heading onwards. There's a small cove to your right with more barrels to smash. Around the corner there are two soldiers, including one hiding behind some sandbags. Kill them both and then climb the ladder at the end. Grab the **Emerald** near the top of the ladder. Walk out onto the cliff ledge, jump across to the next ledge and go through the window here. You can grab a **Golden Lynx** by shooting the red barrel to uncover a new room. That done, head back outside.



■ Reload before heading behind this door because there are more soldiers waiting.

There's a horde of soldiers here; the best way to deal with them is to smash your way through. Snipe the red barrels to kill nearby soldiers in the explosion and shoot the cart at the top of the ramp to take out the enemies there. Use this momentary lapse to run up the slope, where you have the perfect vantage point to deal with the enemy assault. Watch out for dynamite soldiers: shoot them first and the explosion will kill nearby grunts. When everyone is dead, grab the items they leave behind and head through the door behind you. There's a small corridor here with several enemies – shoot the crossbow soldier on the roof, then kill the others using your shotgun. Head through the door to your left.

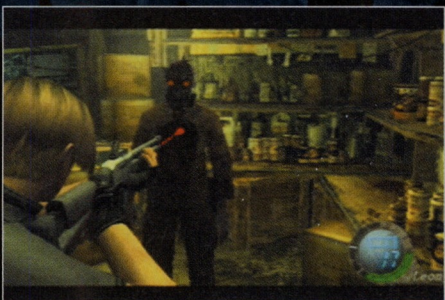


■ Beyond the door, use the shotgun to blast the crowd of soldiers awaiting your arrival.

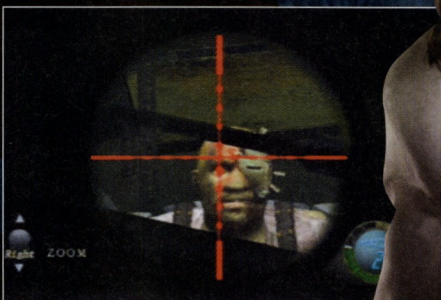
FIRE ESCAPE

Advance through the next door and you'll see a masked soldier to your left. Kill him and grab the **shotgun shells** from the metal briefcase behind him. Move through the kitchen and when you see the rotten carcass, equip your shotgun and slowly move forward. A flaming soldier will burst from the oven in front of you, so shoot him. There's a **grenade** in the sink to the left of the oven, so grab it and slowly move forwards. Look through the grille ahead and you'll spot a new type of soldier –

he's dressed in a Legion Of Doom-style outfit and heavily armoured. Only head-shots will hurt him. Aim at the bottom floor through the grille and snipe the crossbow soldier and the other Legion Of Doom soldier. Run downstairs and find the **Red Stone Of Faith** in the metal briefcase and a **Yellow Herb** in the back room. When you re-emerge, more soldiers will be attacking, so make sure your gun is reloaded. Head back upstairs and through the remaining door to your left.



■ Shoot this gas-mask soldier to your left and nab the shotgun shells he's guarding.



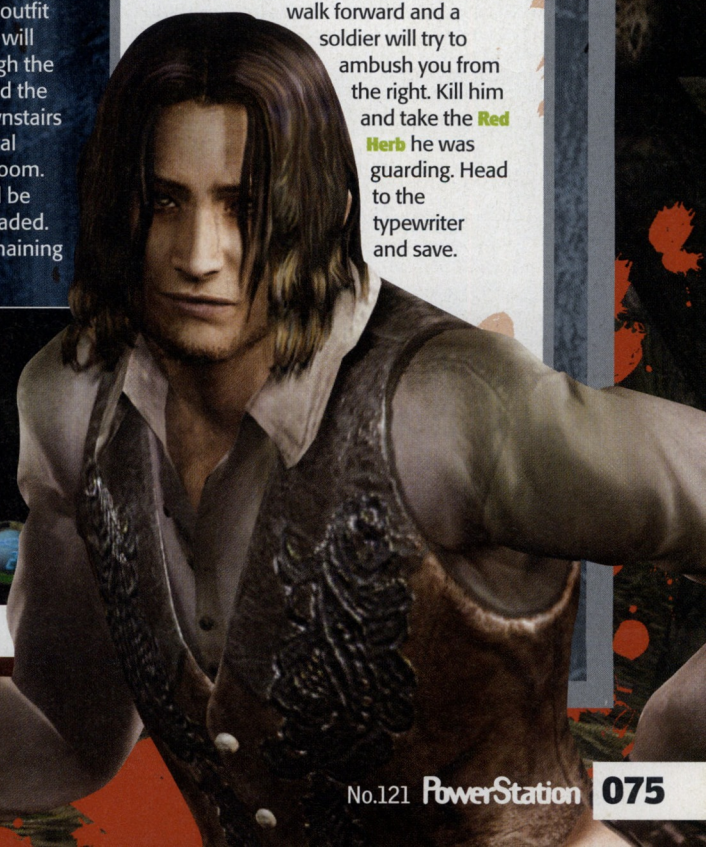
■ Either aim for the head or use a grenade. These soldiers are armoured everywhere else.



■ Buy the Tactical Vest as soon as you can afford it. It'll save on using Herbs.

SHUT OFF

When the cut-scene ends, turn around and raid the locker for some **gold**. Now head towards The Merchant. He's got a new item for you: the **Tactical Vest**. Buy this immediately, as it'll absorb 30% of any damage you take – invaluable given the new enemy you're about to encounter. Now turn the corner and you'll see a metal shutter that opens and closes. When it opens, two soldiers throw dynamite before the door slams shut again. Take up position by the broken window and get ready to snipe one of them when the door opens. If you get a head-shot, he'll die and his explosion will take out the other soldier. Reload and keep your sight on the door because it will now open with three crossbow soldiers. Snipe them all or grenade them. Head past the metal door and grab an **Emerald** from the loose drawer straight ahead. Equip your shotgun and slowly walk forward and a soldier will try to ambush you from the right. Kill him and take the **Red Herb** he was guarding. Head to the typewriter and save.



ISLAND MAP

REGENERATOR

You now need to get the Freezer Card Key. Head to the operating room (**Room 2**). There's a lock blocking your way to the right of the door – to open it, press blue once, green twice then red three times. Run inside and over to the dead scientist's body. Reload your shotgun and prepare an incendiary grenade. Grab the **Freezer Card Key** from the dead scientist and a Regenerator will make its way from the operating theatre (**Room 1**) to attack you. These creatures are by far the toughest in the entire game. Each Regenerator is covered with parasites that all need shooting to stop it regenerating itself – target its head, both arms, stomach, then both legs to kill it. Incendiary grenades will help stall for time. Never shoot its legs first: when it's on the ground, the Regenerator can leap incredible distances to nibble on Leon's neck. If you have a machine-gun-type weapon, don't be afraid to use that either. When it's dead, head into the operating theatre to grab an **Emerald** from the shelf.



■ This is how you solve this puzzle – hit blue, hit green twice, hit red three times. Easy.


ISLAND MAP

LABYRINTH

Now you have the key, you need to head over to the Freezer Room (**Room 3**). There are two more Regenerators on the way, so kill them as you did the first. When they're dead, head inside the Freezer Room and use the card re-writer (**Room 4**) to get a **Waste Disposal Key**. Turn off the cryogenic device and head to the sealed locker (**Room 5**) to nab a **Herb** and **Infrared Scope**. A Regenerator will start attacking, so equip the Scope and the semi-rifle to use them in tandem – the parasites will show up as red on the Regenerator's green body, so target them and shoot. When it's dead, head through to the remaining corridor (**Room 6**). There's some **ammo** waiting for you in the next section (**Room 7**) en route to the crane control

centre (**Room 8**). From here, you can either snipe the four soldiers or use the crane to dispose of them, if you want to save ammo. If any soldiers escape through the passage in the top left, switch to shotgun and get ready for their arrival on the door to your left. Head down to the waste-disposal area (**Room 10**) to nab **shotgun shells**, **flash grenade** and a precious **Yellow Herb**. Head to the L-bend room (**Room 11**) and reload your shotgun. There are two Legion Of Doom soldiers standing outside Ashley's cell (**Room 12**), so lure them around the L-bend and shoot them in the head with your shotgun. If you only knock them down, throw a grenade at their bodies. Ashley's cell is locked tight so there's nothing you can do here for now – head



■ The scope will help you locate the parasites on the Regenerator's body. Shoot them all.

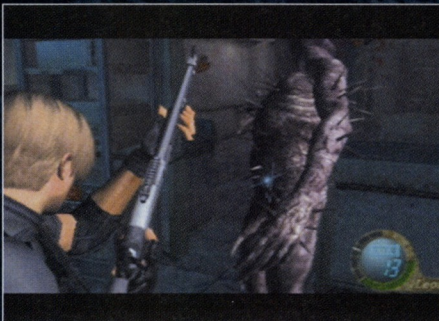
through to the adjoining control room (**Room 13**) and kill the soldiers here. An incendiary grenade is particularly useful for this grouped-up bunch of enemies. When they're dead, head to the save point (**Room 14**) and save.

ISLAND MAP

NEW DANGER

Head through to the wrecked science labs (**Room 15**). There's a new creature chasing you – Spiked Regenerator.

Unlike other Regenerators, these can instantly kill you by pulling you into their spikes, so keep your distance at all times. Back up against the nearest door (**Room 14**) and use your Scope and semi-rifle to shoot at its parasites. There's usually one on the back too, so make sure you shoot that too. When it's dead, it drops the **Storage Room Card Key** that will unlock Ashley's cell. Don't backtrack just yet, as you can top up on items – clear out the next lot of rooms of soldiers for **ammo** and **Herbs** (**Rooms 15, 16 and**



■ You have to kill this Spiked Regenerator to grab the key it drops. This will unlock Ashley's cell.

17). You'll eventually end up outside (**Room 18**) and see crows up ahead on the metal struts. Use a flash grenade or shotgun to kill them and nab some extra **money**. Ignore the Merchant and head on up to the radio tower (**Room 19**). Try calling for backup on the control panel. There's

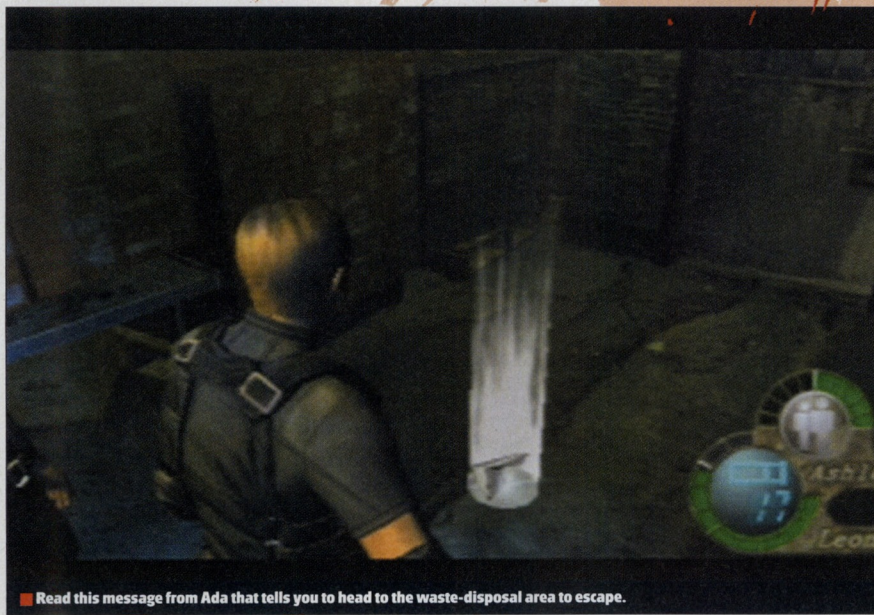


■ Clear this room of soldiers and you can grab all the items left around, including ammo.

too much interference for now... grab the **ammo** from the room and head back to Ashley's cell. There will be more soldiers in the second control room (**Room 13**) but if you stand just below the top of the stairs, you'll have a perfect vantage point to shoot them.

WASTE DISPOSAL

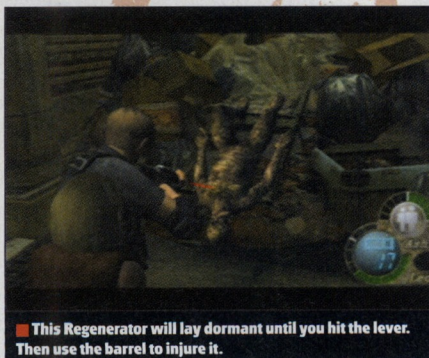
ISLAND MAP



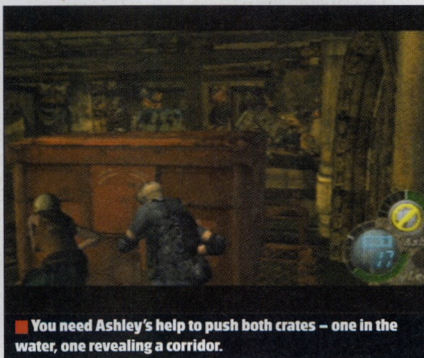
■ Read this message from Ada that tells you to head to the waste-disposal area to escape.

Time to leave. Order Ashley to follow, and read the paper airplane that sails through the window. It's a message from Ada telling you to escape via the waste-disposal chute (**Room 9**), so make your way there. You'll find new soldiers directly outside the room while others will have blocked off the route (**Room 10**) so kill them and walk over to the control panel. Before you open the door, make sure Ashley is behind you in the corner of the room – more soldiers charge in when you open the door with the control panel, and some errant crossbow shots will hit her unless she's safely behind you. Kill these three enemies and run into the waste-disposal room to trigger the cut-scene.

You're now trapped in the room with a dormant Spiked Regenerator... the next sequence has to be performed as quickly as possible once you start. Hit the lever (which wakes the Regenerator) and into the next tiny room it opens. There's a bin to your right and a lever in front of you – tell Ashley to hide in the bin while you throw the lever. Run forwards through the opened gate, turn around and shoot at the red barrel. The explosion will stall the Regenerator, giving you time to pick off the parasites. If you screw this sequence up, lob a flash grenade to buy yourself time. Don't let it get close! When it dies, pick up the **20,000 gold**. Call Ashley and get her to help you push the crate into the water. Tell her to hide (back in the original bin) while you run across the water crate to find another Spiked Regenerator. Kill him, call Ashley and push the next crate across to reveal a hidden passage. Kill the soldiers in here, including the Legion Of Doom warrior, and run forwards.



■ This Regenerator will lay dormant until you hit the lever. Then use the barrel to injure it.



■ You need Ashley's help to push both crates – one in the water, one revealing a corridor.

WRECKING BALL

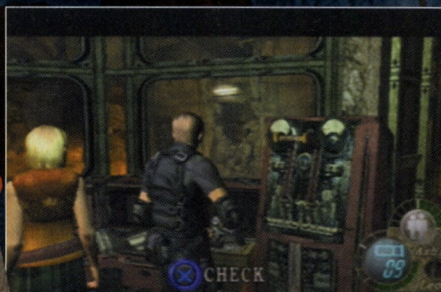


■ Use the shotgun's blast to knock soldiers into the lava pit, saving Leon ammo.

Run to the end of the tunnel and you'll see a lava pit and wrecking ball. When the option comes up for Leon to jump down, tell Ashley to wait while you jump. Reload your current gun (should be shotgun or rifle) and walk forward. You'll be rushed by several enemies including a Legion Of Doom soldier. Shoot them all, making the soldiers lingering near the lava pit your priority. If they're close enough, they'll fall in, saving you ammo. Grenades are a good option too. When you hear Ashley's screams and her icon turns to an exclamation mark, it means a soldier has picked her up. Snipe that soldier immediately.

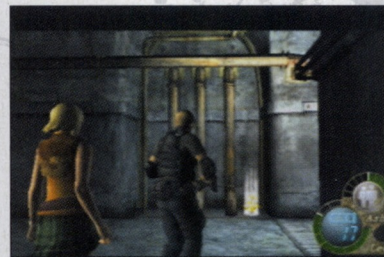
If the soldier manages to drag her down to the lower level where you are, get Ashley to wait in the control room until the danger subsides – this gives you the most chance to shoot anyone kidnapping her. When everyone is dead, use the wrecking-ball lever in the control room to smash through the wall and open the exit. It'll take three swings.

An alternative way of completing this section, if you're low on ammo, is to have Ashley follow you down. Run straight over to the control room and have Ashley activate the wrecking-ball lever. You only need to ask her once and she'll keep trying until the wall smashes. All you have to do is fend off her attackers, which isn't too hard when you're stocked up on flash grenades. When the wall opens, grab Ashley and run straight to the exit. You'll take a few hits attempting it this way but save on ammo. Again, your choice.

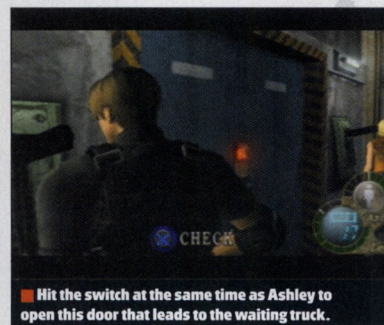


■ This is the lever you hit to activate the wrecking ball and reveal the hidden exit.

CORRIDOR OF DEATH



■ There's a Yellow Herb at the end of the tunnel. Grab it and then turn right to save.



■ Hit the switch at the same time as Ashley to open this door that leads to the waiting truck.

Order Ashley to wait as there's a dangerous Regenerator lurking up ahead in the main corridor. Use the Scope and semi-rifle combination to shoot the parasites on its body. Grab the **ammo** from the room on the right. Head back to the main corridor and kill the other Regenerator further on up. There's another room to the left, so grab the items from there and then hit the switch.

Call Ashley and send her underneath the half-closed shutter. She'll open it from the other side. When the shutter opens, order her to follow and grab the **Yellow Herb** that's straight ahead of you where the path splits left and right. Go right to find a Merchant. Tune up your Riot Gun as high as it will go, reload and then save your game.

Leave this room and take the left path. This leads you to a secure metal door with two levers. Drag Ashley over to one of them and tell her to wait while you go and man the other lever. Activate it and a countdown will start – when the middle dial lights up, hit **ⓧ**. You'll find plenty of items scattered around this next area. Grab all those you can, then hop on the truck...

TRUCK DRIVER

Walk backwards as far as you can so you're near Ashley and facing the back of the truck. Soldiers will run after the truck to try and clamber on. Shoot them from distance while they're running along the road or, if you're feeling brave, wait for them to get close and on top of the truck to shoot them so you can collect the items they leave behind. When you hear an engine start up, reload your shotgun. A truck will try to ram into the back of your truck, so shoot the engine/windscreen area. One well-aimed blast from the Riot Gun will do it; the Striker will probably need two. A well-timed grenade is a tricky way of stopping the truck but saves on ammo. Once it bursts into flames and trails off, you'll have to deal with more soldiers. Once the next wave of soldiers is eliminated, the truck will try again – another shotgun blast or well-timed grenade will stop it for good.

The next step is when Ashley drives into the elevator. Hop off the truck and run to the ladder over on the left. Climb up it and there will be three soldiers waiting on your walkway. Shoot them, snipe the soldiers on the other walkway, then snipe the enemies trying to attack Ashley. Be extra careful though, because you're too far



■ Shoot the soldiers from afar to be safe, or wait for them to clamber aboard to grab their items.

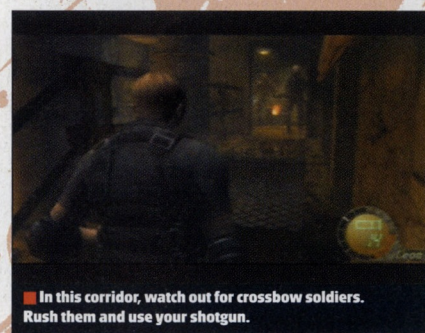
away to heal her. When all the enemies are dead, grab the **Herbs** on either end of the walkway and throw the lever in the middle. Reload all your guns and return to Ashley, healing her if necessary. Again, face the back of the truck. More soldiers will drop down, so shoot them as they appear, using flash

grenades to buy yourself time if needed. The final step is when the truck comes to a stop. This time, a truck will try to ram Ashley head on! Face it and aim with your Riot Gun or Striker. Wait until the last possible moment before you shoot and it'll explode and fly safely over you. Phew!

MEETING LORD SADDLER

Amongst the broken rubble in this room you'll find **ammo**, a Merchant, save point and **Green Stone Of Judgement**. Enter the next room and a cut-scene will show Lord Saddler taking control of Ashley and stealing her away from you... again. Read the memo on the altar and grab the **5,000 gold** by the steps. Proceed into the

next room. There are a few soldiers scattered around here so run halfway down the steps to deal with the gas-mask soldiers, then run through the corridor to shoot the crossbow ones. Head up the stairs to the left of the latter to find a small office with items. Then head back down and outside for some money and a lift. Ride it up.



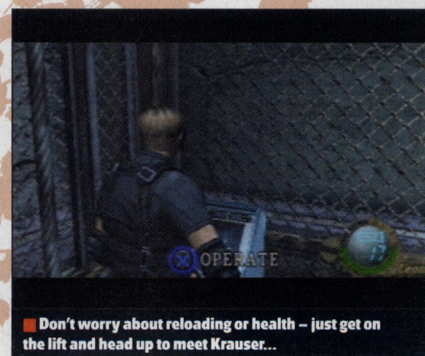
■ In this corridor, watch out for crossbow soldiers. Rush them and use your shotgun.



■ Grab the 5,000 gold by the stairs in Lord Saddler's chamber before checking the table.



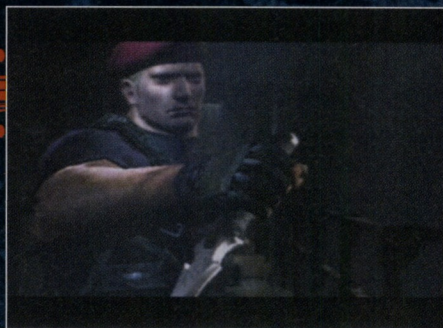
■ Don't forget to read the cryptic memo left behind on Lord Saddler's table.



■ Don't worry about reloading or health – just get on the lift and head up to meet Krauser...

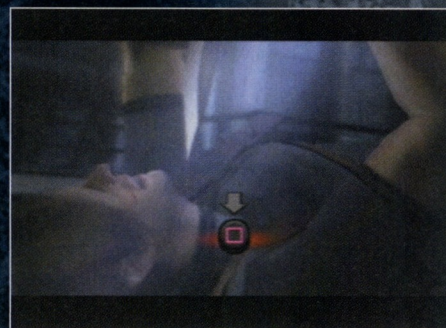
MEETING KRAUSER

A cut-scene will play, in which you get to meet Krauser. You'll have to be quick on the dodge commands here (L1 + R1) or (O + O), which, as always, are selected randomly. The first dodge command in the cut-scene comes after you see Krauser's hand on the pipe. The second dodge command comes after the close-up of him twirling his knife, with three more following shortly afterwards as he swipes at you with it. Finally, he'll knock you over and you'll drop your knife. Krauser will



■ Shortly after this cut-scene, get ready on the dodge commands to leap out of the way.

drop on top of you and try to stab you. Hammer the X button and then, when the command prompt changes, hammer the O button.



■ Bash the button that comes up on screen – but it changes halfway through, so be careful.

Eventually, Ada will interfere and Krauser (being a big girl's blouse) will run off. Drop down the ladder to the left and walk through the doors at the end.

LASER DEFENCES



■ When the lasers form an X, they're about to separate so get ready to run through the middle.



■ Subsequent lasers have to be dodged with the command prompt. There are three in total.



■ Try sitting on the throne for a laugh.

Now you have to negotiate laser traps in the small metallic corridor. The first one appears as you walk towards it and is simple enough: run through when the lasers part and give you enough room. The next laser trap appears in similar fashion but is much trickier. Keep your eye on the lasers that occasionally form an X shape: when they do so, it means they're about to part and give you enough room to run through. Then you have to use dodge commands twice to get past the next two laser traps. Do that and hit the switch at the end of the corridor. This will trigger one final laser trap, so dodge it using the dodge command, then walk through the door. You'll now end up in Saddler's throne room. Grab the **Emerald** from the seat and sit in the chair for an extra cut-scene. Turn around and aim up at the ceiling. Shoot the glittery object and, when it falls, pick it up for an **Elegant Headdress**. Run behind Saddler's throne for a secret lift. Ride it down and run down the stairs, nabbing the **Green Herb** from underneath them. Move through the cave until you find the Merchant.

Upgrade your weapons. If you've been using a Striker instead of Riot Gun and can afford an Exclusive upgrade, do it now – this will give you a 100-shot capacity before you need to reload. Otherwise, upgrade your Broken Butterfly.

Grab the **Yellow Herb** behind the wooden fence, equip your Striker or Riot Gun, reload it and head up the left path.

BOSS: Saddler's Guardian – Metal Cage



■ As soon as the fight starts after this cut-scene, reel off a few shotgun rounds to scare away the beast.

This boss is definitely the toughest you'll have to face in *Resident Evil 4*. Along with its attacks that are similar in nature to Salazar's Guardian, demanding you dodge at a whim's notice, you're trapped in a labyrinth maze. You have to hunt around each block of the maze looking for green lights to shoot and then hit the red buttons they protect. You'll find two of these red buttons per block and hitting them both will start a countdown. You need to get out of the maze block and into the next one before the countdown ends. There are three blocks to get through in total. If Saddler's Guardian drops down in front of you, hit it with the Striker or Riot Gun until it jumps away. If you hear a thud but don't see the Guardian, it's landed behind you, so turn immediately and shoot. Also remember the reloading glitch to save time: reload before a dodge prompt and the dodge animation will cancel the reloading animation, giving you a full clip straight away. Right. Now here's where you go...

When the boss fight starts, shoot it with your Striker or Riot Gun until it leaves. Run to point **A** and shoot the green light, preferably with your handgun or whatever gun in your arsenal is the weakest. This reveals a red button. Hit the red



■ Shoot the green light with your handgun to save precious shotgun ammo for later.

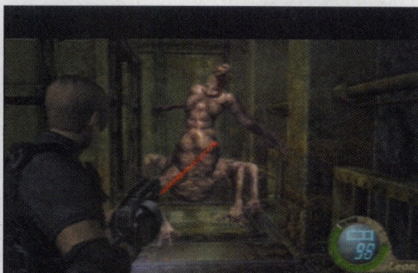
button. Run to **B** to grab extra ammo, run to **C** to grab a **Green Herb**, then run to **D** to find the second green light. Shoot it and this will unveil another red button at **E**.

Next section. The dodge commands will become more frequent, so now's a good time to take advantage of the reloading glitch. Grab the **Incendiary grenade** at **F**, then head towards **G** to find another green light. Shoot it, hit the red button at **H**, shoot the high-up green light at **I** and hit the red switch at **J**. There's a **grenade** behind you at **K** so grab that, equip your Broken Butterfly and head through to the next section.

You'll find a red button at **L**, to your right. When you hit it, the boss will turn into its second form. Pelt it with Broken Butterfly rounds to scare it away. Run to **M** and aim through the fence to shoot the green light. All you need to do now is hit the final red button at **N** and run to the end of the metal block to get out of there! Grab the **Magnum rounds**, **shotgun shells** and **rifle rounds**, then reload all your weapons. Don't worry if you've run out of room in your inventory: you'll have a chance to grab the ammo again shortly. There's a door to your right with a 'WARNING' notice on it. Move towards it and...



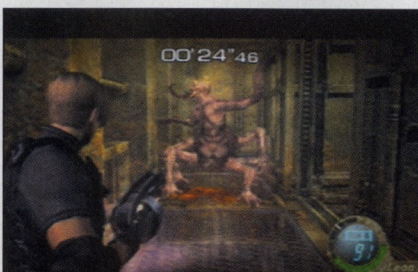
■ Always be ready to dodge at a moment's notice, as the Guardian attacks constantly.



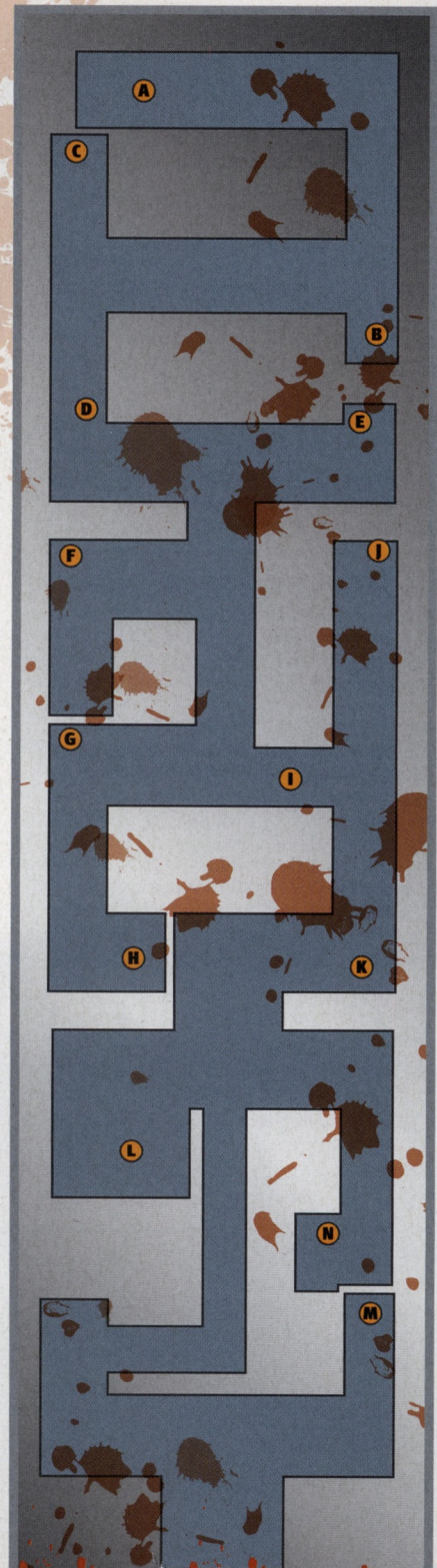
■ If the Guardian gets in your way, blast away with your shotgun and it will eventually leave.



■ Use your Broken Butterfly to shoot at the Guardian when it changes into its second form.

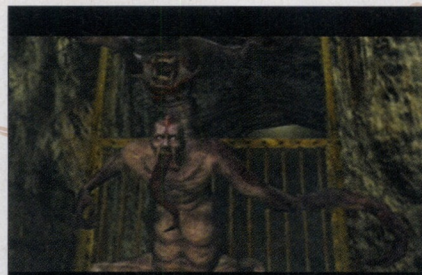


■ Make it to the next section in time before the countdown ends, to seal off another block.



SADDLER'S GUARDIAN

BOSS: Saddler's Guardian – Cliffside



■ When the fight starts, head straight for the first lever you see: this opens a small passage.

Saddler's Guardian isn't quite through with you yet, as he chases you away from the 'WARNING' door. Damn. Pull the lever in front of you and run into the small passage it opens. You'll pass a red barrel on the way. Run past it, turn around, wait until the Guardian is next to it, then shoot the barrel. Don't wait to see if you've slowed down the monster or not. Turn around, throw the lever there and escape out of the passage. There's a



■ Wait for the Guardian to walk alongside one of the red barrels, then shoot the barrel.

clever little trick you can employ here: when you leave the passage this way, throw the lever again and this will shut the gate, trapping Saddler's Guardian as it chases you. You can shoot at it with your Broken Butterfly from here. Eventually, its health will hit critical levels and it'll burrow into the ground to attack with its claws, so get ready to hit the dodge commands. When it re-emerges on your side of the gate, it takes a long



■ The explosion from the barrel will only stagger it, so quickly turn and run out of the other gateway exit.

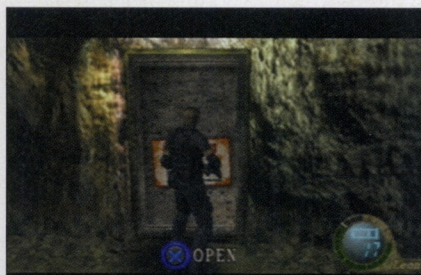
time to burrow back out of the ground. This gives you a chance to shoot it with the Broken Butterfly, run back into the passage and trap it with the gate again. Eventually, the Guardian will fall and leave you **50,000 gold**. Head back to the where the **ammo** was stashed to pick up any leftover rounds, then go through the 'WARNING' door and cross the pit on the cable car to get a **Green Herb**. Head up the ladder to leave the caves.



■ Shut the gate behind you and the Guardian will be trapped, giving you plenty of time to shoot.



■ As its health hits critical levels, it'll attack from the ground, so get ready to dodge out the way.



■ Once it's dead, head back towards the door you were chased away from.

BREATHING SPACE

You'll find yourself on a mountain path with a ladder leading down. Shoot the red barrel down below to take out the soldiers there. Follow up with a grenade to make sure and put some distance between you and the ladder in case any soldiers climb up. Once they're all dead, jump down and grab the **Yellow Herb**

from the right, before going down the ladder. Keep moving forward through the secret passage and you'll find a turning to the right. Nab the **Blue Stone Of Treason** from this small cul-de-sac. Keep pushing through the passage and you'll find a Merchant. Sell off your treasure and tune up the Broken Butterfly.

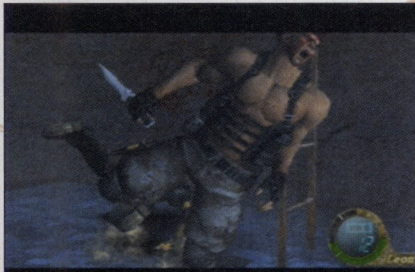


■ Yet again, a red barrel saves you ammo. Shoot at it with your handgun to blow it up.

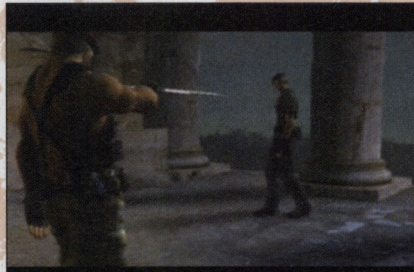


■ Grab the Yellow Herb to extend your life bar that little bit more.

BOSS: Krauser



■ Get ready to dodge at a moment's notice and Leon can easily gain the upper hand.



■ When this cut-scene ends, blast at Krauser with your shotgun to chase him off again.



■ When Krauser is shot or stabbed, he will stagger, defenceless. Shoot him with your Magnum.

This fight sees you start at behind cover at **A**, with Krauser throwing grenades at you. Use dodge commands to avoid the grenades. Bear in mind that you can't harm Krauser until the very last section of the fight, so don't take pot shots at him. The only time you need to attack is when he's trying to slash you with his knife. He darts about a lot so if you have trouble shooting him with your Riot Gun, use your knife to slash him back. Eventually, he'll give up and throw a flash grenade, leaving you free to continue. This is the basic pattern of the fight as you try and find the three pieces of the Holy Beast to let you through the golden door at **D**.

Start off by running to **B** to grab the **Herbs** and **Magnum rounds**. Krauser will probably attack you here, so have a weapon ready (NOT your Broken Butterfly – save that ammo!). Krauser also has a tendency to attack you with the knife or throw a grenade at you at **C**, so be ready for him there too. Run to **E** and get ready to dodge a Krauser

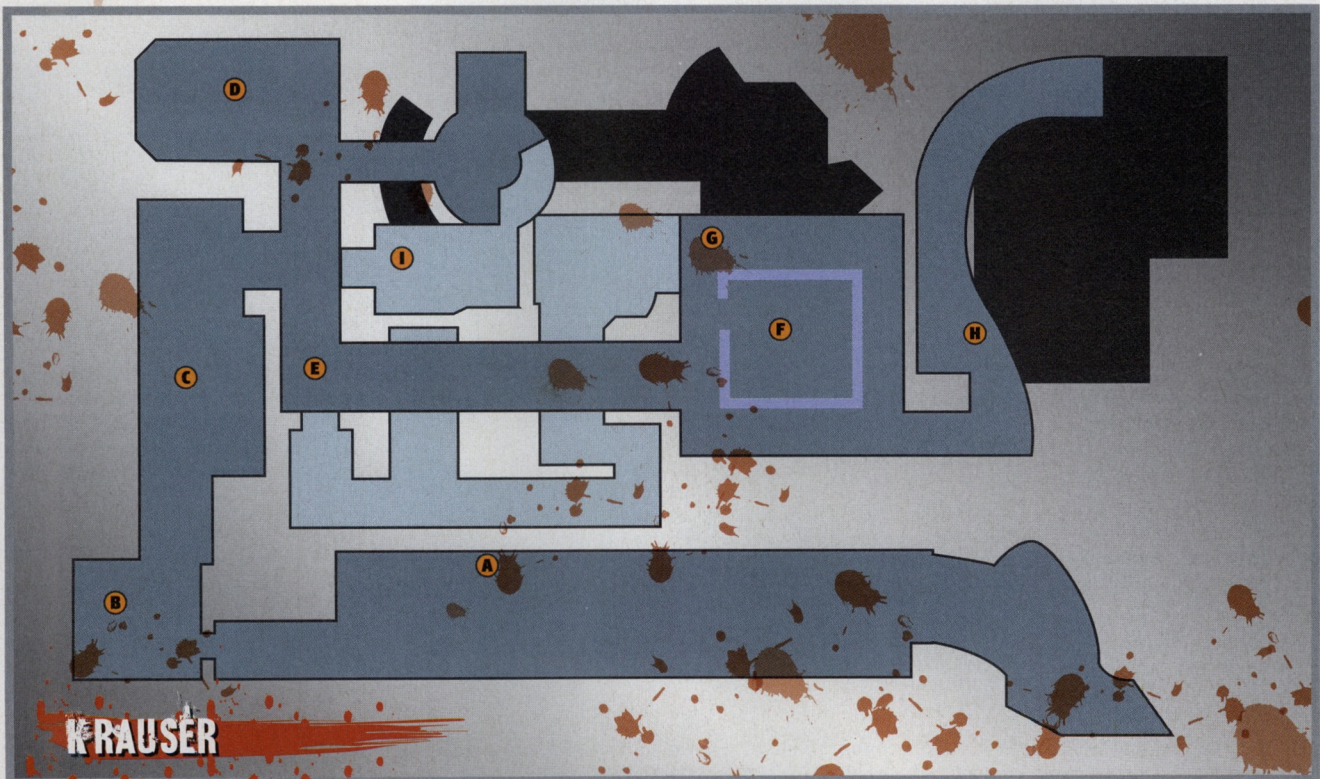
grenade. Grab all the items in **F**, including the **First-Aid Spray**, then head on to **G**. Krauser will probably attack you here, so reload in **F** while you have the chance. Grab the **Green Herb** at **H** and reload. Head up the stairway to get the first Holy Beast piece, **Panther**.

Krauser will attack you when the cut-scene ends, so shoot him as soon as you regain control. When he's scared off, a statue will appear. Push it onto the coloured tile to reveal two new levers. Pull the lever here to get out this area, then head on to **G** and pull the lever there. Shoot at the robots and grab the **ammo** they leave behind. There are several more robots patrolling the area, but one Riot Gun blast will put them down. Krauser will try to talk to you at **I**. Whether you respond makes no difference to the outcome of the fight. Grab the **Yellow Herb** at the bottom of the stairs, then run up the stairwell. At the top, take the **Magnum rounds** and then the second piece of the Holy Beast, **Eagle**.

Now the final part of the fight. Krauser's infection starts breaking out and manifests itself in his arm. Krauser can shield himself from your conventional weapons except for two: your Broken Butterfly and, oddly enough, your knife. Using the Broken Butterfly, shoot him as he charges you and Krauser will be sent reeling. Shoot him again in the head and he'll back off. Repeat this pattern six or seven times to finish the scumbag off.

Alternatively, dodge Krauser's attacks – be careful because you now have two dodge commands, one right after the other – then slash him with the knife. It only takes six knife slashes to put him down, so it's a good way to save ammo. If Krauser manages to knock you over the edge, hammer **3** to climb back up.

Once he's dead, grab the final piece of the Holy Beast, **Serpent**, from his body and head to the golden door at **D**. Grab the **handgun rounds** on the wall to the left of it, then head through.



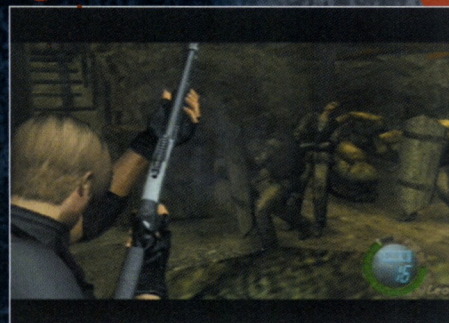
HELPING HAND - PART I

With Leon closing in on Saddler, his men are coming out in full force in a last attempt to stop you. This next section is incredibly tough as you're dealing with more soldiers than at any other point in the game, but you have a leveller: Mike in the chopper. He'll regularly swoop by and shoot at the soldiers and, more importantly, deal with the gun turrets.

Run through the first section until you have a gunner on the top-left shooting at you. Wait for Mike to swoop by and blow him up. That done, wait for the next set of soldiers to amble

towards you. Kill them and wait for Mike to blow up the tower. Then head up the ladder and enter it. A mini-gun soldier will start shooting at you from afar. He's to the left of the giant metal gate. Snipe him with your semi-rifle (five rounds should do the trick), then run up the stairs to the right of the gate. Use the zipline to cross over to the mini-gun soldier and throw the lever to open the gate.

There's a cute extra touch to note here: if you leave the mini-gun soldier alive and then use the zipline, Leon will kick him as he zips over. Useless but amusing.



■ Your shotgun is a life saver here with huge crowds of soldiers, but don't forget grenades.

HELPING HAND - PART II

Run to the wall on your right. This will be your 'safe area' where none of the gunners can hit you. In the meantime, ground soldiers will walk slowly around the sandbags to hit you, but you'll have plenty of time to pick them off. These soldiers drop items like everyone else, but the gunners make it hard to reach the items. Throw a flash grenade, grab the items in the confusion, then run back to your safe area. Cut-scenes will show Mike blow up the gunners one by one, so wait for all three

to die before moving. Just concentrate on the ground soldiers.

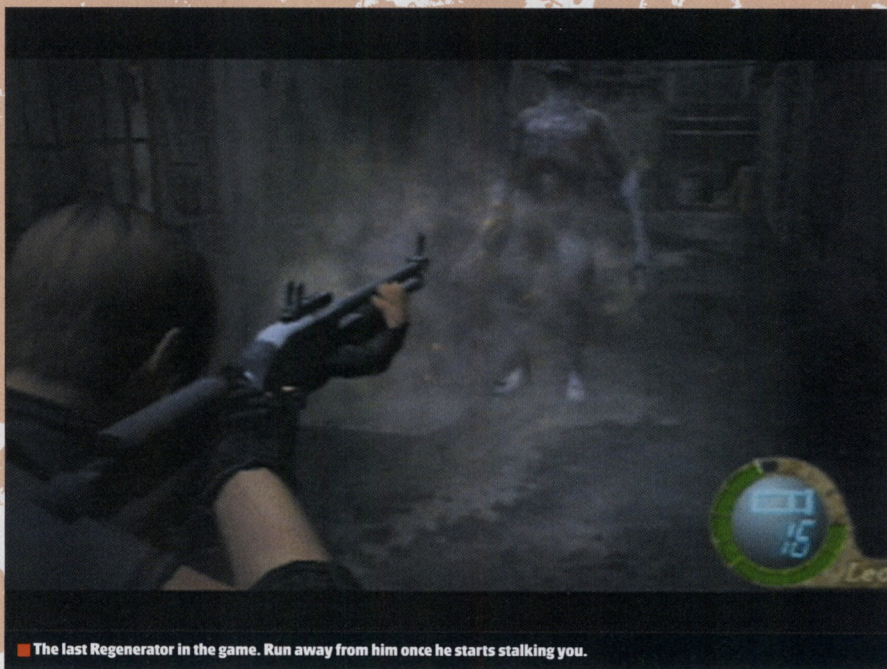
If you hear Mike tell you to move, it means you're too close to the turret he's got lined up in his sights; stick to the safe area so this doesn't happen. Also be careful of the soldiers directly above you – they have an AI glitch meaning they stand above you and wait, so be sure to shoot them. Once everyone is dead, hit the two switches either side of the gate to proceed.



■ Finally, the left tunnel leaves you exposed at the back, but lets you grab items safely.

RUINED PRISON

The soldiers finally manage to deal with Mike, so you're on your own again. Run around the U-bend of rubble and shoot the **Emerald** down from one of the last standing pillars (watch for it glittering). Head through to the typewriter room and save your game. There are **handgun rounds** to the left and a **Yellow Herb** in the small room to the right. Ignore the Regenerator in the bin: it can't harm you. Move through the prison but watch out for the Regenerator to your left. When it starts moving, run back to the typewriter to get enough time to shoot the parasites on its body with the semi-rifle. Don't forget to equip the Infrared Scope! When it's dead, head around the left of the steps, climb up and walk through the door.



■ The last Regenerator in the game. Run away from him once he starts stalking you.

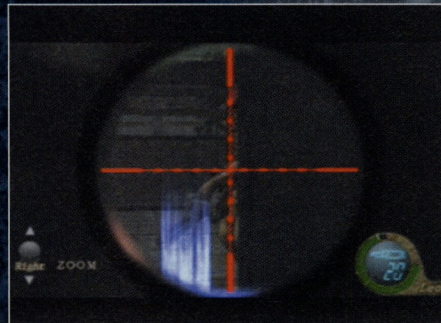
FINAL ASSAULT

This is the last soldier ambush you have to face. Slowly walk forward and snipe the soldier on the left by the sandbags, the one on the raised platform, and the distant soldier in the far office. A mini-gun soldier will appear, so snipe away at him until he falls; five or six rounds will do it. Then head over to the distant office where you sniped one of the soldiers.

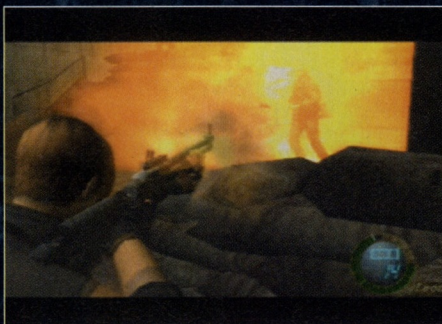
Hit the red switch there and a huge wave of enemies will start rushing you. At the same time, a cut-scene will show a soldier grabbing the Key Card you need. He's wearing a bandana – kill him and pick up the **Key Card**. Stay in the distant office to kill everyone else. Incendiary grenades are especially helpful here. Put the Key Card back in the slot where the soldier nabbed it. This will leave you free to hit the two switches. There's the one in the distant office you pressed earlier and one in the small metal hangar. Hit both the switches to open the door. Run through the door and you'll have two shielded soldiers on the other side. Kill them and head through the door to the left.



■ Shoot the soldiers around the sandbags to clear the area and set up a sniping point.



■ When the mini-gun soldier appears, wait for him to come to you then snipe him from behind the wall.

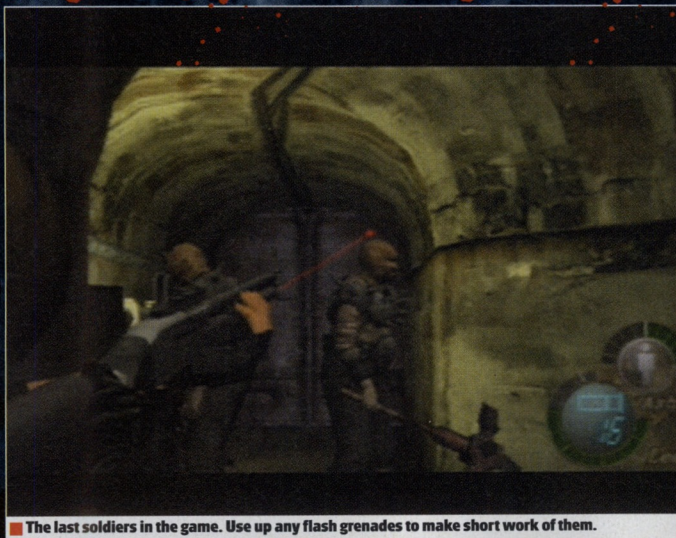


■ There are plenty of red barrels around, so use them all to your advantage when the ambush begins.

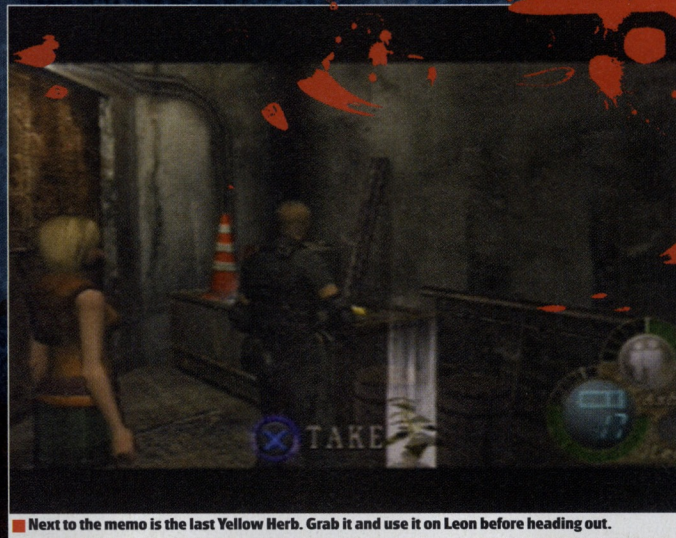


■ Stand in the distant office facing the door – this is the best place to pick off the soldiers.

ASHLEY IS BACK



■ The last soldiers in the game. Use up any flash grenades to make short work of them.



■ Next to the memo is the last Yellow Herb. Grab it and use it on Leon before heading out.

When the cut-scene ends, you'll have Ashley back. Go through the door, grab the **ammo** from the table and read the memo explaining Saddler's intentions. Head through the door and you'll have three final enemies to deal with: a regular soldier and two Legion Of Doom ones. Tell Ashley to wait while you meet these soldiers with a flash grenade, then use your shotgun to kill them.

Try to save your normal grenades if you can. There are two turnings here: one heading left and one heading right. Head through the door to the right to end up back in the original room where Ashley was captured. There are a few items to grab from the control room at the top of the ramp, so nab them and then head back down to take the left turning you ignored. You'll find **ammo**, a **Yellow Herb** and a memo. There's

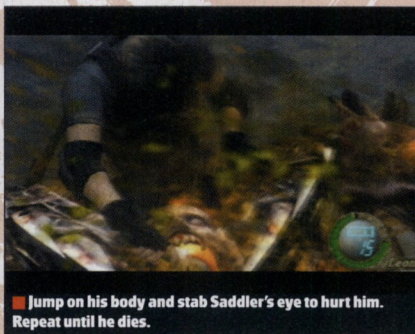
also a typewriter and a Merchant. Before you save, it's time for one last shopping spree... Sell your handgun and its bullets, and sell your machine gun and TMP bullets. Sell all your flash grenades too. This creates room in your inventory and gains you money. Sell ALL your treasure. Buy a mine-thrower and upgrade it as high as you can. Don't be tempted by the rocket launcher.

BOSS: Lord Saddler



■ The mine-thrower makes short work of Saddler. Simply aim anywhere on his body.

With the mine-thrower, Lord Saddler is embarrassingly easy to defeat. You need to hurt the eyes on his legs so that he shows his main eye – his weak spot. Fire one mine round onto his body, then move around Lord Saddler until it explodes. The explosion will hurt his legs and this will expose his eye. As with El Gigante, if you run up to him while he's down, there will be a prompt to press **X**. Do so and Leon will jump on his back and stab his eye. Now repeat the process on another leg, stabbing Saddler in the eye again. Other ways of getting Saddler to expose his eye include luring him over to the explosive barrels before shooting them, and using the levers on either side to hit him with steel girders. Saddler's attacks are only dangerous if he gets close to you, so keep running. Be careful when



■ Jump on his body and stab Saddler's eye to hurt him. Repeat until he dies.

crossing to the other side: the bridge periodically shuts down, so you have to be ready to jump then hammer **X** to climb up.

Keep stabbing him in the eye until Ada throws you a **Special Rocket Launcher**. Cross to the other side to get it. Saddler will destroy the bridge as you try to cross it, so press the relevant dodge command and hammer **X** to scramble to safety. Now grab that Rocket Launcher. You can use it on Saddler to kill him straight away OR leave it in your inventory and fire your remaining mines at Saddler before plugging away with your Broken Butterfly to kill him. If you do this, you'll keep your Special Rocket Launcher on your next play through... either way, Saddler will die and a countdown will be initiated. Time to get moving!



■ When the bridge falls out, hit the dodge command to leap to the other side.



■ The Special Rocket Launcher. Use it now on Saddler or save it for your next play-through.

ISLAND ESCAPE



■ Saddler's corpse will leave a staggering 100,000 gold. Make sure you grab it before leaving.

You have three minutes to escape before the island self-destructs! Ada throws you a **Jet-Ski Key** before making her departure. Grab the **100,000 gold** left by Saddler and run back to Ashley.

Climb down the ladder, catch Ashley when you reach the bottom and use the Key to get on the jet-ski. All you have to do now is survive this

section and you're home and dry. Dodge the rocks and falling boulders and keep accelerating. The falling boulders are signalled by huge explosions; swerve away from one on the right, one on the left, then two more on the left. Accelerate for the last huge jump into freedom and that's it! You've completed *Resident Evil 4*!



■ And that's it! Leon has done it, Ada has disappeared, Saddler is dead.

**NEXT
ISSUE**

Tips for the extra game modes including Assignment Ada. PowerStation #122 is on sale 22 Dec.

All is well again and Ashley offers Leon some overtime. On your next play through, you can buy the **Matilda** handgun from the Merchant for 70,000 gold, and the **Infinite Rocket Launcher** for 1,000,000 gold. You'll also have unlocked Mercenaries, Separate Ways and Assignment Ada. We'll crack those modes in the next issue of POWERSTATION.

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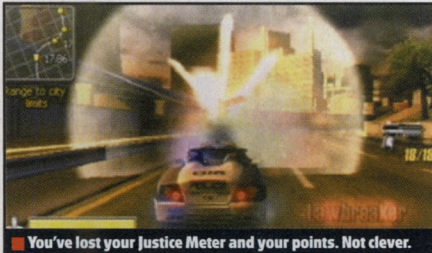
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gangs of Capital
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PURSUIT FORCE

HINTS AND TIPS

CATCHING CRIMINALS ISN'T ALL THAT EASY. SO TAKE NOTE OF THESE POINTERS TO HELP YOU STOP THE VILLAINS IN THEIR TRACKS...



DRIVING

When you're driving a car or boat, it's important to avoid civilian traffic. Not only does hitting traffic slow you down but, unless you're on a bike, it will count as a **Lawbreaker**, reducing your Justice Meter and costing you points. Of course, if your meter is empty, as at the start of a mission, this is not an issue except for the lost points.

Also take opportunities to ram any criminals' vehicles that you wish to capture. This won't damage your or their vehicles significantly, but it will gain you a **Brute Force** bonus to your Justice Meter. This can allow you to do a Justice Shot jump when you capture, which is a lot safer.



HELI-GUNNING

The helicopter sections are quite difficult. The helicopter and the targets are all moving very quickly and the targets are often small. Use the analogue nub for control, and only move it a small amount to avoid overshooting the targets. A side effect is that it's quite easy to incur **Friendly Fire** penalties. You don't need to worry about these too much, as you can recover your Justice Meter by eliminating the targets. It's easier to stop firing briefly to avoid shooting a civilian vehicle, rather than moving the gun.

Lastly, be careful not to let your gun overheat as the time lost from letting it cool down fully is more than that lost from stopping firing briefly. You'll know your gun is overheating, as the temperature bar will fill up and the barrel turns red and the gun will fire more erratically.



CAPTURING

Try to capture vehicles with a full Justice Meter, as the **Justice Shot** makes dealing with passengers easier. If you don't have a full Justice Meter, instead of hiding, try to kill the criminals in the vehicle as quickly as possible, especially if you have a powerful weapon. First, the combo bonuses will allow your Justice Meter to build up more quickly. Second, especially on later stages, time is at a premium and you can't afford to spend it hiding, while time spent in the same car recharges your health anyway. However, if you have a weak weapon (such as during a Convicts mission) hiding is a good idea.

Remember that you can capture motorbikes without combat, making them a good choice if you want to build up your Justice Meter.



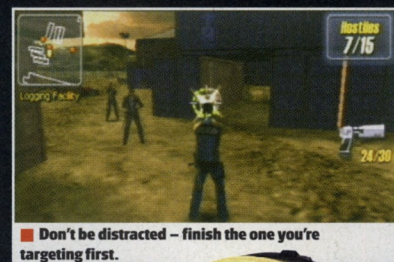
ON FOOT

In a lot of on-foot sections there is no time limit. If this is the case, there's no need to rush. Your health recharges if you haven't been shot for some time, so in these missions find some cover to recuperate, saving your Justice Meter for when you're badly wounded and surrounded; or for a later driving section.

It is often a good idea to try to arrest enemies instead of killing them, although this does require you to get up close, so plan ahead before doing so. Not only do you earn more points but you can also take their gun from them. If they are armed with a machine gun this makes the stage a lot simpler.

Final Advice

Perhaps most importantly, when driving, capturing, on foot or in the helicopter, **concentrate your fire on one target**. It's better to remove one person from shooting at you than to split your fire between targets while they are all causing you damage.



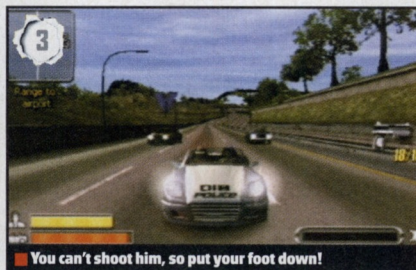
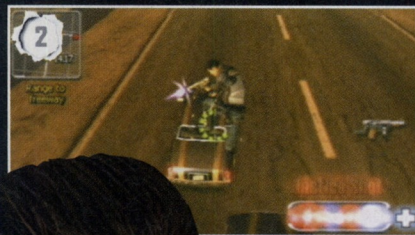


THE CAPELLI FAMILY

General Hints

As the first campaign, the Capellis have the easiest cars to drive. They are quite average, not being especially fast or weak ①.

The Capellis use Equalizer machine guns and the powerful Revolver. The Equalizer is an excellent weapon, as it can clear a car full of mobsters as you jump across ②. The Revolver, while slow, is very powerful, making it good for dealing with boss missions.



You can't shoot him, so put your foot down!



Low health, full Justice Meter. Best press A then.

MISSION 1: RAT RACE RANK REQUIRED: OFFICER

As this is an escort mission, with Joey Leone in your passenger seat, you can't swap cars. Your car will be rapidly chewed up by the mobsters' guns, and you can't steal a weapon that's better than your pistol, so you'll have to drive tactically. First, make sure you stay well ahead of the indestructible chase car ③. Also, weave between the other traffic, using it as cover – especially while you reload your weapon – and try to make the mob cars crash into the traffic. Thirdly, remember that filling your Justice Meter and pressing A will refill your health, so keep your Justice Meter topped up and wait until your health is almost depleted before using it ④.

MISSION 2: COLD CONTRACT RANK REQUIRED: OFFICER

The easiest mission so far. Your only aim is to take out all seven of the mob speedboats. Your first priority is to swap your wimpy handgun for the more powerful weapons of the enemy, so speed to the first boat and take it over, granting you an **Equalizer** ⑤. It's much easier to capture vehicles than to shoot them on this level, so simply jump your way up the convoy of speedboats, killing the crew as you do. This should also fill up your Justice Meter quickly, enabling you to fire at the crew while you are jumping ⑥. Once you capture the seventh and final boat, it's mission complete.



Once you've captured a new weapon, stealing boats will be a piece of cake.





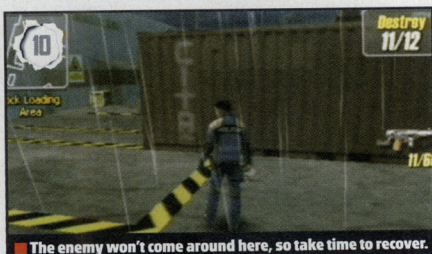
MISSION 3: LINE OF FIRE RANK REQUIRED: SERGEANT

The first section of the mission requires you to race ahead in your convertible to catch up with 'Deadeye' De Tomaso. This is a very straightforward section of putting your foot to the floor. Once you catch up with the mob convoy (well, two cars...), you need to keep your distance. The meter at the top of the screen shows how far away you are. Keep in the blue areas to keep close enough to tail them, but not so close as to alert them (7). The convoy will go through several ninety-degree turns, which makes it easy to get too close or to lose them, so go gently through the bends, then burn up to the convoy again. When they catch the mayor's car, you need to keep him alive until the timer runs out. Destroying the mob sedan will help, as will keeping yourself between De Tomaso and the mayor.

When the time runs out, the final section starts. Chase De Tomaso in his speedboat and kill him. Keep jumping into the mob boats chasing you to pick up their more powerful **Equalizer** or **Revolver** weapons. De Tomaso will try to snipe at you, so keep out of his sight (8). Destroy the boat before he leaves the city to complete the level.

MISSION 4: WITNESS PROTECTION RANK REQUIRED: SERGEANT

This is a two-part mission. First you have to escort three FBI boats in your



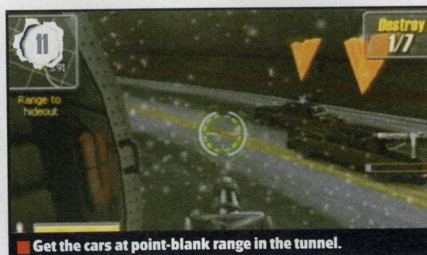
speedboat. Your convoy will come under attack from pairs of Capelli speedboats as you make your way up river. At first, the boats come from the same direction, but later on they will try to catch you in a pincer movement (9). When this happens, it's best to go for the boat in front first, as they tend to be easier to get near. Keep close to the FBI boats and this section should be quite simple.

Once you drop off the convoy, you are ambushed at the docks. There are 12 enemies in total, coming in three waves. When the last wave attacks, you can take cover to recover health behind this large crate (10). As long as you don't rush out, this section is quite easy.

MISSION 5: LEGAL EAGLE RANK REQUIRED: LIEUTENANT

This is a three-part mission, covering heli-gunning, driving and on-foot shooting. You start in the helicopter. You have to destroy all seven cars in the lawyer's convoy within 5km, so get shooting! Ignore their rockets, as eliminating the cars will build up your Justice Meter enough to recharge. Near the start, the road goes through a tunnel (11), bringing you right next to the cars. Use this opportunity to destroy them quickly.

Once the convoy is destroyed, you'll drop onto the lawyer's car. His driver will attempt to kill you with an **Equalizer**, so hide from his fire, then gun him down and take the car. Do this quickly, as there's an indestructible chase car.



Race to the lawyer's house with the Capelli cars chasing: shoot at and ram them to build up your Justice Meter so you can recharge your car's health.

Lastly, you need to clear 14 mob soldiers from the house grounds. You don't have much time, so move quickly. Arrest a few to take their guns and simply shoot the rest, again using your Justice Meter to recharge, as there is no time to rest.

MISSION 6: DON THE RUN RANK REQUIRED: LIEUTENANT

A deceptively simple mission. Simply catch up with the Don's limo before he gets away and waste him. At the start it looks like you have a lot of time to complete this mission, but the Don's car is very tough, very far away and very well guarded by seven cars full of mobsters. The car limo itself is guarded by two mobsters and a mini-gun in the boot (12). To start with, capture your way up the escort of mob cars. There are five saloons, each containing two mobsters with **Equalizers**, and more sports cars join the chase, each containing a mobster with a **Revolver**. Take care of all of these cars, then chase after the Don, shooting at him and changing cars when yours is too damaged. You can only hurt the Don when he stands out of the sunroof, after you shoot the door guards, so keep level! If your health drops too low, use your Justice Meter to recharge – or capture another car, as the mob sports cars appear regularly. Good luck!





THE WARLORDS

General Hints

As a military gang, the Warlords' vehicles are, as expected, slow but very tough. If you have to chase somebody, a Warlords' vehicle is not the best thing to capture ①.

Both of the Warlords' weapons: the AGP 5 and the Shotgun, are good to use. The Shotgun is powerful enough to kill any person in two shots ②, while the AGP 5 is powerful and fast-firing enough to clear a full vehicle in one jump.



MISSION 1: TOXIC CONVOY RANK REQUIRED: OFFICER

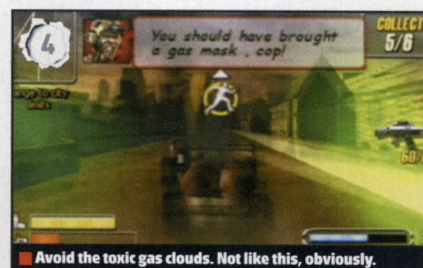
For this mission, you are required to capture the transport vehicles without damaging the toxic gas tanks, so whatever you do, don't shoot them ③! The crew of the transporters are all carrying **AGP 5** assault rifles, which are very handy for taking out the crew. However, it's risky driving a transport, as it can get damaged, so for moving up the convoy, take one of the Warlords' escort vehicles instead. These are armed with **Shotguns** which, while powerful, fire slowly. When you get near the last warlord vehicles, they will begin to release the toxic gas behind them ④, so try to get alongside quickly: the gas damages you, not your vehicle.

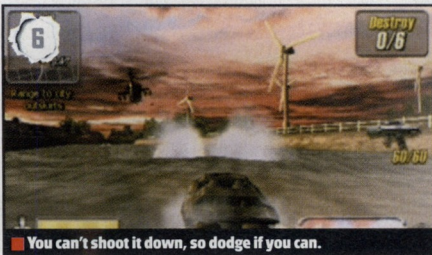
MISSION 2: HARDWARE HIJACK RANK REQUIRED: SERGEANT

This mission is split into three parts. In the first section you have two minutes to get from the start to the docks. There are three Warlord jeeps who try to stop you. These are quite easy to capture, as they don't try to shake you off. Just watch out for the sharp right turn about 500m before the docks ⑤.

In the docks you have to fight on foot through ten Warlords. They're quite easy to take down at first, as you should have a weapon from the last jeep you captured. However, once the ammo is gone you'll need to use your pistol.

Lastly, you get in a boat and chase down six boats carrying the cargo to the city. Be careful getting through the bridges, as hitting the





central support will make the mission impossible to finish. Also, a helicopter dropping bombs will attack you (6). Try to avoid the bombs if possible, but you can always capture another boat, so don't steer too wildly to dodge.

MISSION 3: ATOMIC AMBUSH RANK REQUIRED: SERGEANT

This is quite a long, three-part mission. Your mission starts in a jeep, escorting the nuclear warhead and two jeeps. After the cutscene, enemy cars will attack. Your first priority should be to capture an enemy jeep (7), as your pistol is nowhere near powerful enough to fight off or capture the Warlords' B-101 APCs easily. Once you have a more powerful weapon, it's fairly simple to capture enemy vehicles. Be careful, however: the road is very winding, so you need to watch your balance.

Once you arrive at the base, you have to fight the Warlords on foot. There are 16 Warlords, in groups of four. When each group appears, try not to move up the stage until the current four are dealt with, as this will cause the next group to appear. Four at a time is a challenge; eight at a time is suicide!

Finally, Lieutenant Davis steals the warhead. Give chase, but watch out for his backup cars and the helicopter that drops bombs on you (8). Davis also fires gas grenades, which drain your health and cause vehicle damage: so be careful! Keep capturing enemy vehicles to avoid exploding, and to keep ammunition in the AGP 5 assault rifles you take.



MISSION 4: VELOCITY RANK REQUIRED: LIEUTENANT

In this homage to the movie *Speed*, you have to get on a bus and save the passengers from the bomb on board. You start on a motorbike. Go as fast as you can towards the bus on your map. The bus will explode when it reaches the town, so hurry up! Once you reach the bus, jump on, then walk up the roof to the front (9). When you take over the bus, the bomb timer appears. Starting on ten seconds, the timer drops each time your speed drops below a hundred.

A police jeep will come up to catch the passengers. Drive up on the right edge of the road, keeping the jeep level with the front-left of the bus (10). The jeep can only hold four people and there are 16 passengers on the bus. Keep the bus steady, and the speed as slow as you can, so that there is enough time to get all of the passengers off the bus.

MISSION 5: DAY OF THE DAM RANK REQUIRED: LIEUTENANT

You start this mission in the helicopter, chasing the Warlords' boats. Be careful, as they have rocket launchers, which will damage your helicopter, but not you. Aim for the centre of the boats where the crew is sitting, as this is where they're weakest (11). When there are 500m left, the helicopter's fuel line will be damaged and you'll have to move onto the boats yourself, so destroy as many as you can

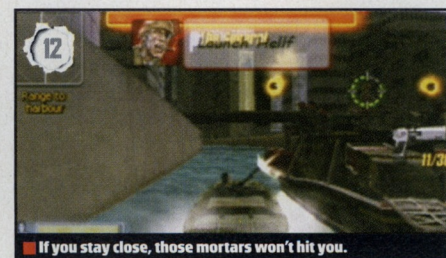


before this happens. You should have destroyed at least three boats by this point, to have given yourself a good chance of finishing.

Once on the boats, you'll have to move forwards quickly. Use the time you spend catching up with boats to recover your health, and ram boats whenever possible to build up your Justice Meter, as a Justice Shot is the best way to take these boats over. When there are only two enemy boats remaining, overtake the rear boat and take out the one at the front, then capture the last boat as it passes you.

MISSION 6: GENERAL'S REVENGE RANK REQUIRED: CAPTAIN

Capture the two escort boats to keep them out of your hair, then race on to catch the General's boat. His boat will drop mines, then fire mortars, then launch homing missiles. To avoid them, stay close to the front or sides of his boat and fire at him (12). Escort boats will attack you, so capture these to aid your health and keep them away. Only use your Justice Meter to recharge your health on this mission.





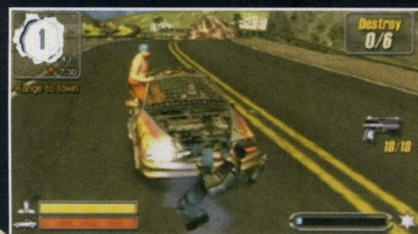
THE CONVICTS

General Hints

Like the Capelli Family, the Convicts' vehicles are all quite average. They're fairly tough and also quite fast.

The Convicts' weapons are perhaps the most troublesome in the game. The Sawn-Off is powerful enough to kill in two shots, but reloads very slowly. On the plus side, the Convicts in cars have to reload often as well, giving you time to eliminate them ①.

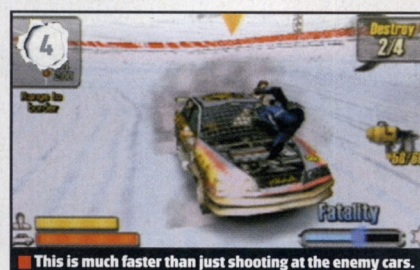
The Nail Hammer fires slowly and is quite weak ②. Its only advantage is a large magazine, which means that Convicts in cars with one never have to reload, making them very dangerous.



Finish these Convicts before they finish the civilian.

MISSION 1: SKI RUN RAMPAGE RANK REQUIRED: SERGEANT

③ The first section of this case requires you to tear at full pelt towards the ski resort in your police car. You don't have too much time, so take care on the corners, as messing them up can really slow you down. Don't be tempted to commandeer another car, as it wastes time and you are driving the fastest thing there. Once you reach the resort, the Convicts are attacking civilians. There are three cars being harassed, so chase them down and take out the Convicts ③. The quickest way is to capture the vehicles, but this will cause the gang to turn their attention from the civilians to you! The Convicts are carrying **Nail Hammers** and **Sawn-Offs**.



This is much faster than just shooting at the enemy cars.

The last car has two cars of criminals after him. By this point your health may be shaky, so it may be worth shooting at one of the cars instead, unless your Justice Meter is high enough to do a Justice Shot. Lastly, there are four cars heading for the border, so chase them down and finish them off. You may be quite close to the end of the road now, so capture the Convicts' vehicles to save time ④.

MISSION 2: RAPID REACTION RANK REQUIRED: SERGEANT

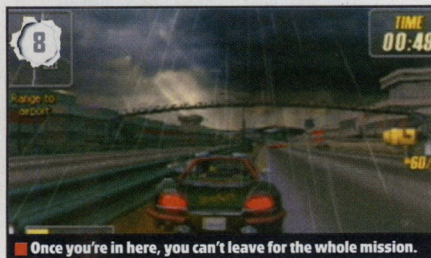
⑤ This is a very straightforward mission: simply take out the eight Convict boats before they reach the city limits. The river winds a lot at the start of the stage: so be careful. Also, watch out for Convicts attempting to jump onto your boat ⑤. If this



If you don't shoot him soon, he'll kill you in three seconds.



Take out the cars quickly; you can't afford any mistakes.



happens, shoot them quickly, as they can take down your health very fast. Once again, capturing your way up the convoy of boats is the way to go.

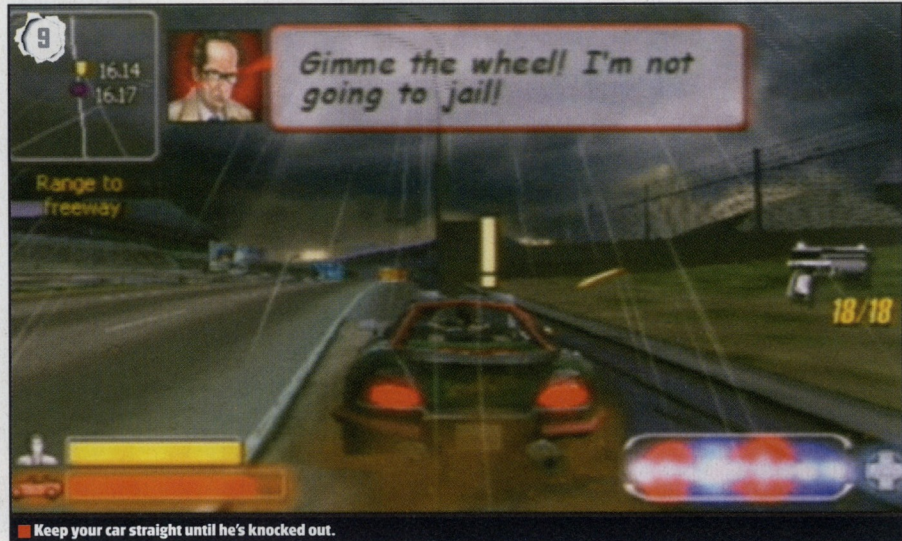
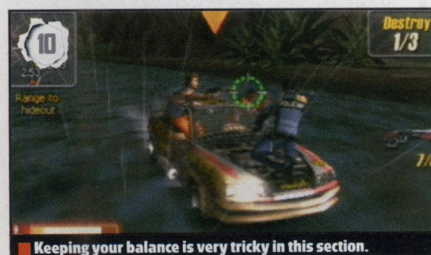
MISSION 3: WILDE'S BOYS RANK REQUIRED: LIEUTENANT

To complete the first part of this mission, you need to eliminate all six cars in the convoy (6). You don't have a lot of time here, so don't take too long destroying the cars. If a Convict jumps onto your car, you can afford to leave it, as you don't need to kill those Convicts to complete the mission. Also, any car with three Convicts in is very dangerous.

If you eradicate all the Convicts, you transfer to the heli-gun. You have to kill Billy Wilde in the distance allowed. When he's in a car this is fairly easy, but when the car is destroyed he'll jump onto the top of another car and throw firebombs at you (7). Aim directly at him here so that you can destroy the bombs as he throws them. If you have to follow them too much, you'll lose valuable time. Eventually he'll drive the car, so shoot it while your health recovers. Keep shooting as he changes cars, to finish the mission.

MISSION 4: THE FORGER RANK REQUIRED: LIEUTENANT

Compared to the last mission this is a piece of cake. Hijack the Convicts' sports car, then drive to the airport to pick up the forger. Simply take out the two escort cars and



take over the sports car before you arrive at the airport. It's best to take out the escorts first, as once you've taken the sports car you can't leave (8).

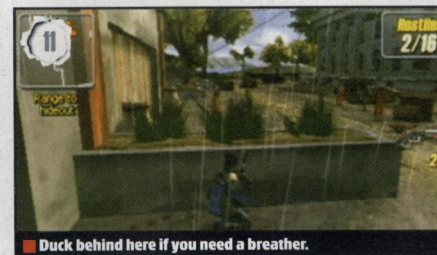
Once you've picked up the forger, you have to make the 20km back to the city. There is an indestructible chase car, and you'll be harried by Convict cars and bikes. Keep shooting at the Convict vehicles and any Convicts who try to board your car, using your Justice Meter to regain health. Occasionally the forger will wake up and attempt to gain control of the car, so try to keep it on the road until you can subdue him (9).

MISSION 5: A SNITCH IN TIME RANK REQUIRED: CAPTAIN

For this mission, you need to pick up the snitch and get him back to the city. Firstly, you must chase down and destroy three Convicts' cars before they reach the Convicts' hideout. This is a relatively simple section, but the road winds a lot, so you need to keep your balance when capturing cars (10).

At the hideout, you need to take out the 16 Convicts acting as guards. There is no time limit, so take the time to recharge your health before dealing with the Convicts in small groups. There's a wall, which is a good place to hide behind (11).

Lastly, you have to drive the snitch back to the city. There's a chase car, and a lot of Convicts will attack you, so put your foot down and keep shooting to top up your Justice Meter. They're

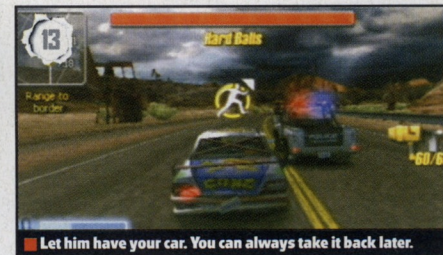


also very keen on jumping on your car in this level, so be ready to shoot them off.

MISSION 6: BUS TO THE BORDER RANK REQUIRED: CAPTAIN

The first section of this mission sees you racing to the border in your Jeep. There are no enemies here, but you only have 55 seconds, so hurry. Don't hit any cars. When you reach the town, there are lots of wrecked cars littered around (12). Dodge those and try to make the very tight 90-degree turns. The first two are signposted, but the next right and left are not, so be careful.

When you reach the end of the town, Hard Balls' bus appears with two escorts. Shoot out one escort and capture the other, then fire at Hard Balls. If a Convict jumps onto your car, capture another, if you can, as they won't be any trouble in your old vehicle (13). When Hard Balls is injured enough, he'll call in another escort. Capture this, then shoot the prisoners who appear in the bus, then Hard Balls again. Keep repeating this loop until you bring him down.



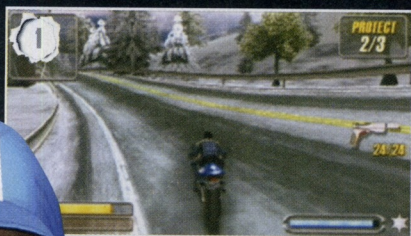


THE VIXENS

General Hints

The Vixens' vehicles are fast but very weak; so when you are driving one, be ready to capture another vehicle quickly when your car's health becomes too low ①.

Both of the Vixens' weapons, the Chain Pistol and the Chrome Gun are weaker than most other gangs' weapons but fire very quickly. This makes them very useful for capturing vehicles ②.



Follow them to the right or you'll lose opportunities!

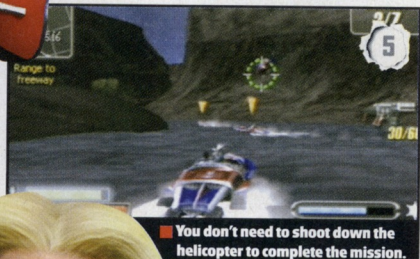


Take over the boats before they get away from the road.

MISSION 1: DAYLIGHT ARCHAEOLOGY RANK REQUIRED: LIEUTENANT

This mission takes you on the road and the river. To start, you need to protect three police cars from the Vixens. The first is being menaced by a single VMV, so capture that and pick up a **Chrome Gun**. Then move to the next car. Be careful, because the road splits several times, with the targets going to the right each time ③. This next car is being chased by two bikes and a sports car, the last is being attacked by a sports car and a VMV.

When the cars are taken out, you have to jump onto two boats on the river alongside ④. Be careful: when you capture now, the drivers will shoot at you too! Once they are captured, simply take out the last six Vixen



You don't need to shoot down the helicopter to complete the mission.

boats to finish the mission. You'll meet first one, then two, then three boats. The boats are fragile, so capture them quickly!

MISSION 2: A TEST OF METAL RANK REQUIRED: LIEUTENANT

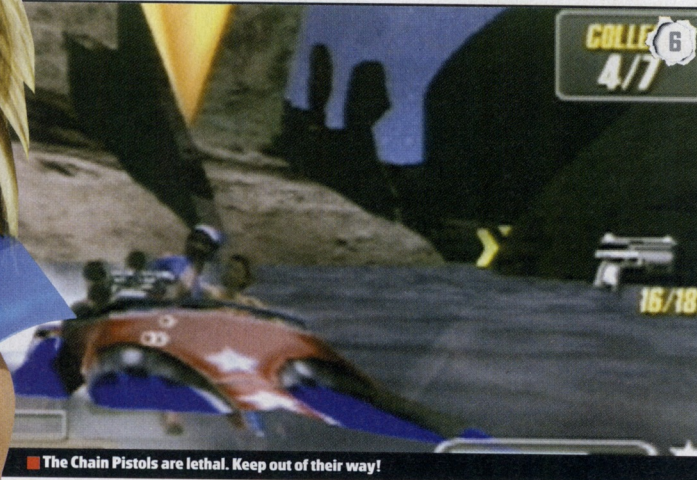
As it's made clear in the briefing to this mission, do NOT sink the target boats. The first two boats you encounter have escorts. It's best to capture the escorts first, to take their weapons and to stop them from damaging the target boats when you capture them.

Once you've captured the first two boats, you'll come under fire from a helicopter ⑤. If you like, you can shoot this down for bonus points, stopping it shooting you.

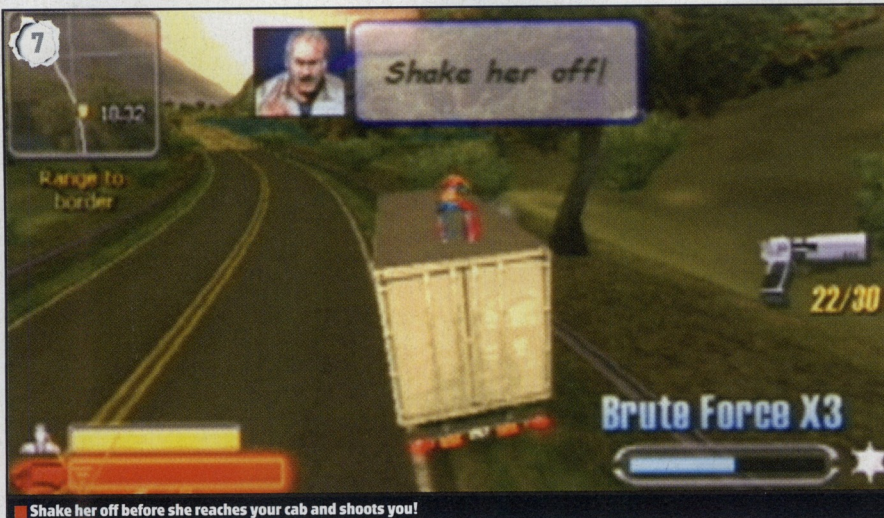
The drivers and passengers on this level are very aggressive and fire at you often, so you'll have to use your dodge ⑥.

MISSION 3: FOX HUNT RANK REQUIRED: CAPTAIN

You need to lure The Fox into the chief's cunning trap. You start driving a truck. Vixens will attack you in sports cars, so fire at them, using your Justice Meter to recharge your health when needed. If you get too close, the passenger will jump onto your truck,



The Chain Pistols are lethal. Keep out of their way!



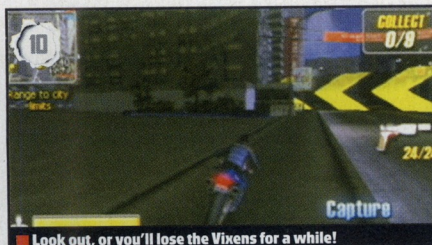
Shake her off before she reaches your cab and shoots you!

requiring you to weave dangerously to throw them off (7), making you more likely to hit civilian traffic. So try to keep your distance.

When The Fox appears, capture the cars in her escort and chase her, firing at her as you go. When you damage her to about half she'll take to the skies in a helicopter (8). The helicopter drops bombs while flying too far ahead to be shot at, so wait for it to slow down and reload to blast it. There will also be Vixens' vehicles coming up from behind and catching you in a crossfire, so be ready to capture these to keep your vehicle damage healthy.

MISSION 4: BABES, BOATS & BULLETS RANK REQUIRED: CAPTAIN

There are three trucks and four boats to capture in this mission. You begin in your car, in hot pursuit of the stolen trucks. To capture a truck, you need to jump onto the back, then walk along to the cab and shoot the Vixens in there. Try to jump on as close to the cab as possible to make your walk shorter. Also beware of Vixens with guns on the bonnet, who will



Look out, or you'll lose the Vixens for a while!



Your Enforcer will work wonders on this chopper.

shoot at you (9). There are Vixens on motorbikes and in sports cars escorting the trucks, so take these faster vehicles to move up the convoy.

Once you have the last truck, jump on a boat to continue the river chase. There are the four boats and one Vixens' boat escorting. Capture all the boats in time to finish the mission.

MISSION 5: GIRL'S BEST FRIEND RANK REQUIRED: MAJOR

You have to recover the diamonds being carried by nine Vixens' vehicles. The first batch of diamonds is being carried on a bike; the others are in sports cars and VMVs. There are also two escort bikes and an escort car. The Vixens take a lot of short cuts in this level, which are hard to spot, except on the map, so be on your guard (10). With about 5km left you'll come under fire from a helicopter. Shoot it down with your gun quickly, although capturing new cars also works well (11). The last three Vixens' cars are all in one group, so simply jump across them, which should build up your Justice Meter in no time.



The electric whip will make you lose control for a short while.



Get the helicopter while it's hovering.



Shoot her quickly before she causes too much damage.

MISSION 6: WHIPLASH RANK REQUIRED: MAJOR

You start off in your Jeep. You need to chase down Whiplash. She's just ahead of you, so catch her up and start shooting at her car. Her driver will shoot you, and she'll try to hit you with her whip. The whip disables your car's electrics, making it hard to control (12). She'll also whip other cars, causing them to veer in front of you. Keep shooting as she jumps from car to car, capturing other cars and using your Justice Meter to keep your health up.

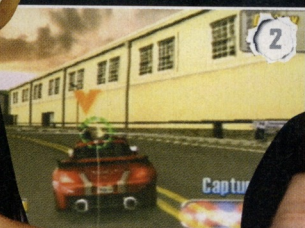
When she's taken damage Whiplash jumps into her helicopter. The helicopter will face you and fire rockets. It's indestructible when it does this, so veer across the road to dodge them. The helicopter then turns side-on to you, to fire grenades. Whiplash is vulnerable here, so shoot at her while she's exposed. Don't worry about your health, as there's a steady stream of Vixens' cars. Try to capture them when the helicopter is firing rockets so you don't miss your chance to shoot.



KILLER 66

General Hints

These are the hardest missions. The Killer 66 cars are fast, but are quite hard to drive. If you hit another car, you could lose the mission while you try to regain control. The SMG 7 ① and the Punisher handgun are the best weapons to use. The SMG 7 is an excellent weapon on foot and in a car, as it carries a lot of ammunition and can clear a full car of enemies in one Justice Shot jump. The Punisher is quite powerful, but unfortunately is not very convenient. It takes four shots to kill a standing Killer 66, and its rate of fire is too slow to make it useful against vehicles ②. It does have a lot of bullets, but otherwise your own handgun is superior.



MISSION 1: GUARDIAN RANK REQUIRED: CAPTAIN

③ This is a three-part mission. The first part is a helicopter-gun section. You have to destroy the convoy before they can reach the Yakuza base. You simply need to destroy all of the cars within the time limit. One vehicle in the convoy is a motorbike which is quite awkward to hit, so you must take care here ③.

When you destroy the convoy, your helicopter will circle the Yakuza base twice before landing. Use this opportunity to shoot some foot soldiers, as this makes the next section easier.

You then have to fight your way across the base on foot. Keep moving while shooting; use your Justice Meter to recover your health if you need to, as there are plenty of targets in here.

Lastly, you must drive the mayor's daughter home. Fire at the vehicles chasing you and any Yakuza who jump onto your car. Beware of the motorbikes: they're extremely hard to hit, so it's much simpler to allow their drivers to board your vehicle and then shoot them ④.



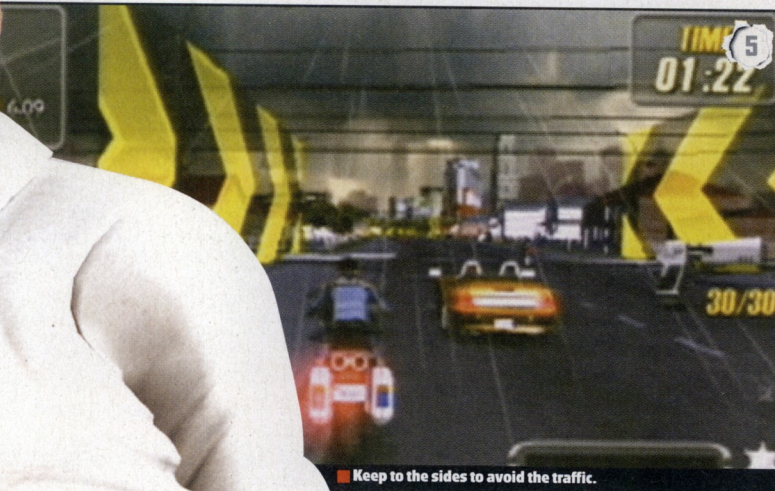
MISSION 2: THE BIG GAME RANK REQUIRED: CAPTAIN

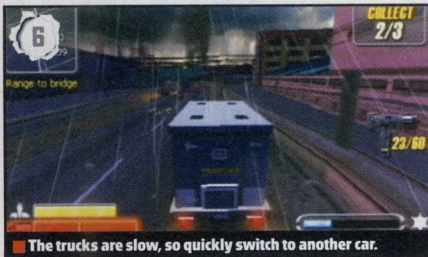
⑤ This is the longest mission so far! Starting on your bike, race towards the stadium. You start in suburbia, with a lot of tight turns, so keep to the verges of the road to avoid the traffic and stay on a good line for the corners ⑤. Then go flat out along the straights.

In the stadium, you have to shoot 12 Yakuza on foot. There's no time limit here, so take the time to use cover and make arrests to pick up your score and get any new guns.

Next, you have to chase down and capture the three money trucks before they reach the bridge ⑥. You can only jump on the back of each truck, and then walk along. All the trucks have Yakuza on top, guarding them, so be prepared to shoot. The second and third trucks also have escorts. There are lots of sharp corners here, so keep your balance! Also be careful of the road splitting in two. Stay in the right-hand lane with the Yakuza, or they'll gun you down, while you can't jump onto them.

Lastly, jump into the helicopter to take out the last seven Yakuza cars with your heli-gun. This is quite straightforward, but watch for the cars going into the flood canal, as bridges will block your line of fire.





MISSION 3: SYNTHETIC SCIENCE RANK REQUIRED: MAJOR

Starting in a civilian four-wheel drive, you need to catch up with Sudeko's convoy. You only have 25 seconds to do this, so you have to drive perfectly (7). When you reach the convoy, tail them to the drugs factory. This is quite simple, but watch out for the last section of road: this is a wide highway, so the convoy picks up speed.

When you reach the factory, clear the area of the 15 Yakuza there. You've very little time, so move quickly and use your Justice Meter if you need more health.

Lastly, chase down Sudeko. He'll fire grenades at you and launch clouds of poison gas, which make you lose control (8). For the first section there are no other cars to capture, so drive safely while firing. When the chase reaches regular roads, Yakuza cars will join in, so you can use these to capture and recharge your Justice Meter. Once you're on the roads, Sudeko is quite easy to take down.

MISSION 4: PURSUIT PLUNDER RANK REQUIRED: MAJOR

After the last mission, this is somewhat relaxing. Firstly, you have to destroy the Killer 66 convoy and capture their lead car before you reach the base. There is less than 5km, so put your foot down. Capture your way up the convoy. There are only three cars, so you



can move quickly. Don't hide from gunfire, as it takes too long and it shouldn't kill you (9).

When you get to the base, you need to eliminate the Killer 66 soldiers there. There's no time limit, so you can take time to plan. However, the base is widely spread out with little cover, so plan your attacks carefully.

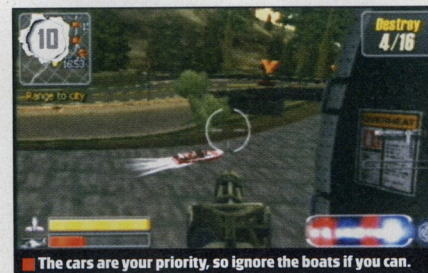
Lastly, drive the Pursuit car back to town. The road is difficult to follow, but keep driving and shooting and you should be fine.

MISSION 5: RISKY BUSINESS RANK REQUIRED: MAJOR

As soon as you start this mission, you'll be fired at by a Killer 66 foot soldier in front of you. Deal with him, then head around the corner where four more of his friends are waiting. There are 15 enemies in this section, in three waves. There's no time limit, so relax and take opportunities to recharge your health and perform arrests for more points.

When all the Killer 66 soldiers are dealt with, you move to the helicopter. You need to destroy as many of the cars and bikes in the convoy as you can. With about 10km left you'll transfer to a car, so try to destroy as many of the Killer 66 cars as possible before then. There are also boats firing at you here, but you don't need to destroy them so it's best to concentrate on the more distant and hard-to-hit cars (10).

Finally, from the car you need to destroy the rest of the convoy. The first vehicles you



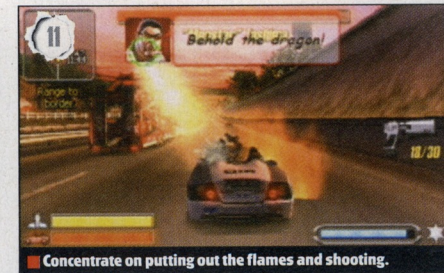
encounter have probably been softened up by your helicopter gun, so simply shoot at them. Then make your way up the convoy, capturing vehicles as you go. The last three cars are in one group and are hard to capture, so it's wise to shoot two of them instead.

MISSION 6: MONSTER TOSHIMA RANK REQUIRED: COMMANDER

This is it: the final mission in the game. Starting in the helicopter, you have to prevent two transporters from a hijacking by the Killer 66. You only have 8km to do this in. The first transport is being attacked by two cars. Passengers from the cars jump onto the top of the transport and have to be shot off. Destroy the nearest car quickly so its passengers can't board. The second car is more difficult as it's often behind the transport.

The second transport is being attacked by two cars and two bikes. Again, try to destroy two of the vehicles so that there aren't too many Killer 66 guys jumping onto the transport, as you don't have much time.

Lastly, you transfer to the car to hunt Monster Toshima. He'll fire his flame-thrower at you (11). If your car is set on fire, swerve around the road to extinguish it while firing at Toshima. More Killer 66 cars will join the chase, so capture them if your health gets too low or you want to top up your Justice Meter. When Toshima dies, it's all over, except for the races and time trials.



Mobile Games

MIDNIGHT POKER

Once you're at the table, there's no room for joking around. Your opponents will use their ultra-realistic artificial intelligence to wipe out your savings in no time, if you let them do it. All the characteristics of a real Texas Hold'em game have been included in this ultra-realistic simulation created by true Poker lovers.

Play 50

FOUR FOUR TWO TRIVIA QUIZ

FourFourTwo Trivia Quiz offers you the chance to test your knowledge in the ultimate football quiz on mobile! Start off with the National Cup. Winning this title will unlock the European Cup, and a victory at the European Cup will unlock the International Cup! Are you up for the challenge?

Play 44

WAR OF THE WORLDS

War of the Worlds consists of 13 levels of pure shooting action in 5 different environments inspired by the film and its universe. You will marvel at the amazing graphics depicting Osaka, London, and New York as they are overcome by the tripods. In order to maximize your score, you must destroy as much as possible.

Play 42

MIDNIGHT POOL

Midnight Pool™ brings you into the competitive universe of a genuine American pool hall. You will face 8 original players, none of whom are ever at a loss for words! Choose from 3 available characters, then unlock the others in Tournament mode, where you can play with the rule set of your preference.

Play 39

ASPHALT URBAN GT

Asphalt: Urban GT™ takes you out on 8 tracks inspired by genuine places. Each track is part of a specific graphic universe and includes different tunnels and elevations that enable you to perform impressive jumps, among other things... But watch out! Don't get fished or stopped by the police!

Play 36

SPLINTER CELL CHAOS THEORY

For the first time in the Splinter Cell series for mobile phones, you can use brand new weapons to confront your enemies, like Knives, Drones, Grenades and your enemies even have sniffer dogs to track you down in the dark!

Play 41

MIDNIGHT BOWLING

Besides the authentic spirit of the game, Midnight Bowling takes you to all of the hottest bowling alleys, from Star Light to Ocean Alley. Each time you'll discover a different but alluring setting. Exceptional gameplay, including the exclusive spin control: even after you've thrown the ball, guide it right towards a strike!

Play 52

NEW YORK NIGHTS

"New York Nights is a new kind of simulation game, with funny and unexpected situations. Thanks to its intuitive gameplay, for the first time on your mobile phone you can live and interact in New York: do bodybuilding, go to a concert, even dance in a nightclub!

Play 40

MASSIVE SNOWBOARDING

Massive Snowboarding allows you race on the worlds most famous downhill tracks. With state of the art 3D graphics and fantastic gameplay we promise you'll find it very hard to put that phone down. Plenty of tracks and characters to choose from with a banging soundtrack.

Play 53

SEXY POKER 2004

Play sexy strip poker whenever you want. Animated using brilliant artificial intelligence, your sensual partners take great pleasure in adding a little fantasy to your mobile. But watch out, these girls aren't easy and they all have strong personalities.

Play 10

MEDIEVAL COMBAT

Medieval Combat offers perfect gameplay and favors spectacular attacks: destroy parts of your adversary's armor in order to deliver increasingly deadly blows. The more you hit your opponent, the more you increase your magic gauge, to the point where you can unleash a devastating fury!

Play 49

2005 REAL FOOTBALL

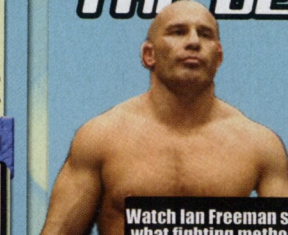
2005 Real Football features realistic and extremely detailed animations (dribbling, scissor kicks etc.) and captures the ambience of a real match! These features, combined with graphics based on authentic 3D models, intuitive gameplay and improved artificial intelligence, make 2005 Real Football the leader in football games.

Play 43

TRAIN WITH THE BEST

Martial Arts Videos

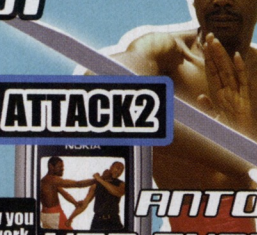
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ATTACK1


Watch Ian Freeman show you what fighting methods work best on the street.

IAN FREEMAN
UFC Veteran




ATTACK2

ANTON THOMAS
Wing Chun Master




ATTACK3

MICHAEL WONG
Tai Chi Combat



ATTACK5

NEIL ADAMS
British Olympian MBE



ATTACK4

DAVE O'DONNELL
Cage Rage Mixed Martial Arts

Some of the techniques shown: How to defend yourself and attack when the fight goes to the ground. Brazilian Jiu Jitsu World Champion shows you how its all done.

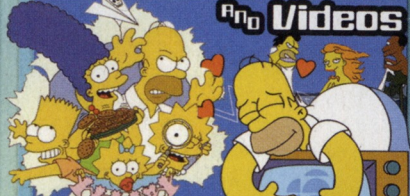
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Dhalsim	122
Zangief	123
M-Bison	133



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FIFA 06

Master Code

W77B-MDFH-FJUGW
7Q4D-CZ08-3TMVY
YEU3-HFHZ-GF2R2
22KV-FFM5-J2QG7
EC20-H23Q-CC4CA
YTDN-MYK8-5K8TJ
NCYA-6DJG-PQ6V5
8FQF-89T1-HR3Y0
FJ89-R4CV-3GFR7
6WX6-729M-P7MEY
Fan Shop Upgrades
Cost 0

526C-5K03-TMBWN
Z1J2-KQAC-NWNNJ
Max Career Cash

Note: To activate the code, go to your office, highlight 'Scouting', then hold **LT+RT+R2+L2+X** until the scouting menu appears.



EYYB-MQB6-E0FHH
GK8H-0K80-CPMAH
NRZA-G4MF-N3F9B
CX5Y-2C7M-MUC8Q
4RVR-5KBP-CCPKM
850M-HXBK-EYZ8J
M8FA-PXV2-7F8CP
G71A-HVDQ-7CPQV
Open Legendary
Difficulty
JTFG-R2Y8-VAVBB
DP2U-NMW4-XVKKN
Open SFX Menu
Option
4163-C7VM-WPN2G
7NDE-CVRK-6W399
Open Footballs Option
1W7R-7B0D-5AMTP
ADU3-R54B-BWA90
Debug Info
HPXF-A9P9-6UHK3
TXW4-HK61-8MNW3

MORTAL KOMBAT: SHAOLIN MONKS

Master Code

RW7Q-0384-9U89Q
B8MU-ZZ8U-1TDK8
Infinite Health
Note: You can still take environment damage when there are no enemies present.
1P8A-1AP0-ZQ0DN
RAWZ-VYKX-15V7B
C2M2-PKW4-ERN4U
Infinite Energy
N44Y-MA0M-N30DN
9JBN-D1BY-EY0AF
• XP Codes
TF51-EF98-HK8P4
Earn XP
For 99,999,999 XP
CQ22-CEM4-F5ENJ
QBQ0-09WK-WNBYC
TTGM-VYFW-CNE39

Buying Skills Does Not Deplete XP
JYQH-RVPT-NW2GJ
JUC1-9A6B-CH84G

CONFLICT: GLOBAL STORM

Master Code

QU8R-BPUZ-6KHTA
6HVZ-3WXD-TCMHV
Q2B8-PYXX-95ABE
BZ9B-G556-DNW9Z
2TVW-TRXZ-Y88KV
YJ0F-DY66-6X89R
VYXG-MH89-AQQ28
95VV-VU6G-0A98T
RRC6-28B8-R1BMA
2ER4-A4KB-KA78N
BXGU-2N23-NN1P6
NQVK-NYQC-5NH72
QYY8-NB1N-GKK6M
ONP8-5N6E-KEUWT
G31T-H3Q6-HJPQA

FRR5-BH6U-013KX
03AH-5PBC-9K2T7
HZHQ-ZFGW-4VWW8
3CQ2-MX6H-YWM2G
Disable Player Damage
VW5R-WJ9M-49BQR
U46X-F09G-PCD3U
Disable AI
XWZ7-UBZ6-XNF5T
RZD2-8VDF-AXBJY
Toggle Route
Marker Display
VBCB-YFNM-Q3GB4
G8RP-57MN-EBJ79
Infinite Ammo (Guns)
68Q0-YU46-TBVKY
499Q-QRWB-NZTWG
Infinite Grenades
RBWT-Q32F-1PRJ3
5VB2-GE8H-UUVXT

FAHRENHEIT

Master Code

PQ4K-T96M-T5MWV
HADD-GT4D-7HMAZ
Infinite Lives
0XTB-NBYX-FHYQQ
7B9P-8RQ7-J3QVG
5MYU-ENK6-2FWG8
Infinite Health
B3AW-7068-MGUJ6
VMM5-0DTC-5QYHC
TGW6-H2PP-E3PC0
No Stress
ZCB5-ZEQ1-1WU0A
4V2V-HAAX-Q9T19
ZZM8-BDRC-BWM6W
3B49-E6H0-3NK4Y

Max Bonus Points

X1KZ-4A5P-HJGVH
7B9P-8RQ7-J3QVG
9CUN-E1AB-0TVZK
Freeze Timer
9242-ZPUM-C64BV
EX9C-YYAD-4EEYZ
Increase Timer
CA9W-JD3T-CTBMN
VT72-5GM6-RFPD5
Most Chapters
5EHX-AFV4-WHHM8
FHK1-W90D-HUEX9

RAINBOW SIX LOCKDOWN

Master Code

D66Z-TGRF-CD16F
8367-BJEC-4UNXU
DX3V-FTUH-J6P12
V6F7-2VVF-DFVH2
B4PD-9FDN-3RPKX
PW8P-VFWM-RF86G
A435-HC12-FMXDA
D9T7-MKBG-E6M61
DVJ4-W3XA-UWHU3

VCKA-DCU9-4DFP3
7QPP-5JU8-U46MT
15AV-J3DK-ZAEQ1
WRXW-AJ64-GDM5G
WZC7-Y8DQ-KWFG9
CXVN-AKE7-RHYPD
41JM-EMH8-6MBP6
03AH-5PBC-9K2T7
ECB4-TXZ6-M9V7X
ZZ68-XDAV-00RA9
Infinite Ammo
C9K7-T1XW-U2APQ

3Z9Q-TUFB-RMU2Y
Infinite Grenades
5H79-K578-Q0BRD
89AY-4RRT-BMJZG

THE INCREDIBLE HULK: ULTIMATE DESTRUCTION

Master Code

A1HR-NN56-W97HK
VPB6-CBGF-E32JC
Max Smash Points
H7RW-Q2R0-005Q4

C714-R4Q8-VG15Z

Super Unlock Code

Note: All moves, jump points, files, art, cheats and movies are open.
CC5R-01U5-PUKJ2
MJDD-F2EV-QVU45
4XPU-TEQ2-7KWHU
F0DG-AUUV-CCE9K
1AWF-J6QW-Y3KQH
CMCR-2EKK-KEXKN
HMMD-G5DK-AQJ82



BURNOUT REVENGE

Master Code

EHA8-AT80-HKBWP
93Z7-6A97-V8RMY
U3QF-QND7-KQ9WY
RBJY-HW1H-K4E53
RNGJ-645P-2YEUK
Y1RP-FNF8-K1VQX
Tons Of Cars Unlocked
KZDD-39A9-D12G0
AAGF-ZNUP-X597C
H52M-YU94-92MFM
Dominator Rank
7QNZ-F6U0-H1JV4
9JR8-MBNC-M4Q3X
HGTQ-EDH2-87EZU
All Rank 1 Races
Unlocked
CDYX-U7BA-R545U
ADWB-QC2U-N7QQZ
VBVF-R3F8-2K2CV
Tortoise Racing AI
32QT-N05X-2QD01
WUA2-8VMF-D01PA
Freeze Timer

Note: Press **SELECT+UP** to

activate; **SELECT+DOWN** to restart the timer.

Y16Q-A3XK-AWAVE
YUV1-73JU-TVWF
62AF-AQXG-QDPBE
R7UH-W8RT-N22HH
319W-A5AF-VBUJC
Slow Timers
H9X4-JNEE-6QZ0W
D2ZQ-GQEU-PAXP0

• Speed Codes

GN6Q-QJ0U-T1GKT
Slow Motion (R3+↵)
9GJX-T5EW-T2VWW
91QH-DZ6W-5UHPV
8K8K-EAZQ-Y8NMH
Normal Speed US (R3+→)
EX33-KT1V-UCNWZ
UKFN-1EKQ-MM10U
7XD0-154N-6J9KQ
Normal Speed UK (R3+↵)
KWTJ-TZ05-3H1ZK
61JJ-RNRV-9XUB5
MKMY-N752-73417

Super Speed (R3+↵)

GAF5-2K0M-8JKDA
R407-NKAB-NB2VR
MKKZ-KR84-CXK02
• Boost Codes
2192-MQD6-FJHB4
Never Goes Below
1 Quarter
TYA6-BDT5-77T52
25WN-1DHR-HWVR0
6PEA-RYYH-MCKFU
Max/Infinite Boost
HFYN-JPAV-AVBC4
HVX2-FA5C-1XH8W
3U90-CRVN-YCR1K
TZBG-3Z49-2WGZ3
Q916-4VBN-C7UBJ
• Start On Lap Codes
W6HU-JAW3-C5XBF
Lap 2
FY2P-DWTD-NNXRC
CDHW-JQZ4-7J4M9
Lap 3
1MBJ-YAE4-4DM8W
VZMP-TV5A-Q928K

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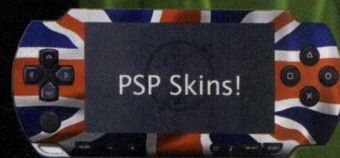
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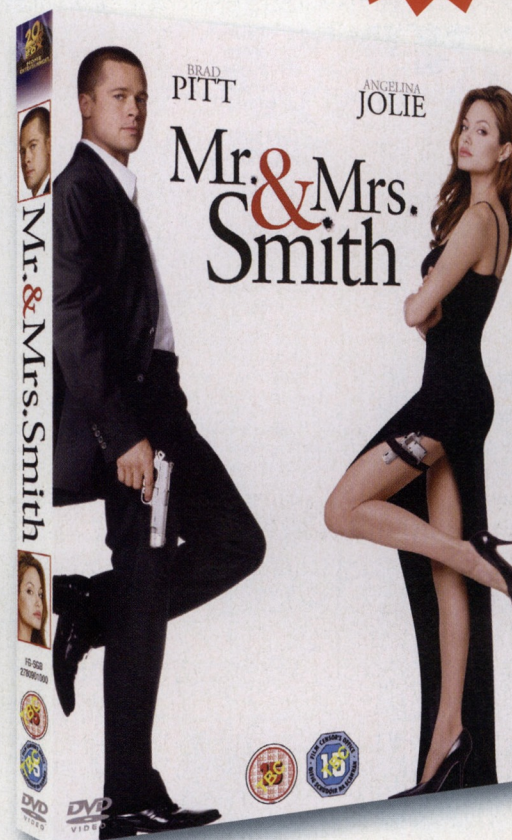
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MORE EXCITING PRIZES TO BE WON IN OUR GREAT COMPETITION!

Slick action comedy *Mr & Mrs Smith* has arrived on DVD and UMD and we're giving one lucky winner the chance to win a copy plus a PSP thanks to Twentieth Century Fox Home Entertainment!

WIN!
DVDs, UMDS
& A PSP



Mr & Mrs Smith DVD, UMDS & A PSP!

▶ Brad Pitt and Angelina Jolie, star together for the first time as the world's best-looking and deadliest assassins. The problem is that neither knows what the other does for a living. Their marriage is on the rocks until they are unknowingly assigned to the same target by competing agencies...

Mr & Mrs Smith is out to buy and rent on DVD and video, and to buy on UMD from 25

November 2005 from Twentieth Century Fox Home Entertainment. For one lucky winner, we have a copy on UMD and a PSP to play it on, plus the soundtrack on CD. There are also DVDs or UMDS and soundtracks for ten runners-up (please state your preference).

All you need to do to be in with a chance of winning these great prizes is answer the simple question:

WHICH OF THESE VIDEOGAME CHARACTERS DID ANGELINA JOLIE PLAY?

- A SAM FISHER
- B CRASH BANDICOOT
- C SONIC THE HEDGEHOG
- D LARA CROFT

CLOSING DATE: 21/12/2005

TO ENTER

To enter this competition, put your answer along with your name, address, date of birth and DVD/UMD preference on a postcard and send it to:

Mr & Mrs Smith Competition, PowerStation Magazine, Highbury Entertainment Ltd, Paragon House, St Peters Road, Bournemouth, Dorset, BH1 2JS

visit: www.fox.co.uk

▶ **TERMS AND CONDITIONS:** Only persons of 15 years and over may enter *Mr & Mrs Smith* competition. Other competitions are open to persons of any age. The closing date for the competition is **21 December 2005**. The Editor's decision is final. No correspondence will be entered into. Employees of Highbury Entertainment Ltd or its sponsors may not enter. The winners will be notified in writing. The sponsors reserve the right to supply prizes of equivalent value rather than those illustrated. No cash alternatives.

*Note: due to the certificates of the DVD/UMD movies or games, only persons over the age stated in the competition may enter.

HOW TO ENTER CHEAT CODES

Here's a brief guide to enter the codes printed here...

Directions:

These little arrows indicate which direction to move the digital d-pad.
Eg. ↑ = up, ↓ = down + right.

Commas:

Buttons or directions separated by commas should be tapped ONE AFTER ANOTHER. Eg. ↑, ↓, ← = Tap ↑, then ↓, then ←.

Plus Symbols:

When buttons/directions have a plus symbol between them you should press them TOGETHER. Eg. ↑ + ↓ = ↑ + ↓ = press ↑ and ↓ and then press + (on the d-pad) all TOGETHER.

Holding Buttons:

Sometimes buttons need to be held down, often while entering the second part of a cheat code. Eg. hold ↑ + ↓ and press ←, ↓ means 'keeping ↑ and ↓ held down, press ←, then ↓, then ←'.

Where To Enter Them:

It's vital that you enter the cheat codes on the correct screen, otherwise they almost certainly won't work. Some need to be entered on a certain game menu, on the pause screen, or even during play (for example, during *Grand Theft Auto III*). Please check that you are entering the cheats in the correct place.

Quick & Accurate Entry:

Please note that many cheat codes require quick entry to work. It will usually say this by the code in the magazine but if it doesn't and you can't get the cheat to work, try entering it quickly - within a couple of seconds for many codes. Also, please note that incorrectly entering a code sequence will inevitably stop it from working.

Import Games:

Virtually all the codes here are meant for the European PAL versions of PlayStation games. Please note that while many PAL cheats may also work on import versions (and vice versa), unfortunately, we cannot guarantee that they will.

NOW OVER 6,000 TIPS!

NEW CHEATS KEY GUIDE:

PS2 CHEATS **PSP CHEATS**
NEW CHEATS IN BLUE **NEW CHEATS IN ORANGE**

BALDUR'S GATE: DARK ALLIANCE 2

REACH LEVEL 10 & EXTRA MONEY

Hold down ↑, ↓, ←, →, and ←, then press ←.

LEVEL WARP

Hold down ↑, ↓, ←, →, and ←, then press ←.

BARBARIAN

NEW COSTUME

Each character has a separate costume that you can use in any game mode. Simply press ← when the character is selected to switch outfits.

BONUS CONTROL

The game loading screen displays a skull and the word 'loading'. You can move the skull around the screen using the left analogue stick and move the text by using the right analogue stick.

THE BARD'S TALE CHEATS

Hold ↑ + ← during gameplay and enter the following codes for the desired effect. A message should confirm correct entry. Input the codes again to turn the cheats off.

10,000 silver pieces and 100 adderstones

↑x2, ↓x2, ←, →, ←, →

Can't be struck

←, →, ←, →, ↑, ↓, ↑, ↓

Can't be hurt

→, ←, →, ←, ↑, ↓, ↑, ↓

Damage x100

↑, ↓, ←, →, ←, →, ↑, ↓, ↑, ↓

Full health

←x2, →x2, ↑, ↓, ↑, ↓

Unlock levels

→x2, ←x2, ↑, ↓, ↑, ↓

(Note: you need to enter the Unlock Levels cheat before the debug one will work).

Debug menu Hold ↑ + →

BATMAN: VENGEANCE

CHEAT CODES

Enter the following codes at the main menu to hear a whoosh sound.

Cheats Menu:

↑, ↓, ←, →, ↑x2, ↓x2

Note: Pause during play, select Power Moves (press ↓), then press → to reach Cheats menu.

All Power Moves & 120 Achievement Pts:

↑x2, ↓x2, ←, →, ↑, ↓, ↑, ↓

Infinite Handcuffs:

↑, ↓, ←, →, ↑x2, ↓x2

Infinite Batlauncher:

↑, ↓, ←, →, ↑, ↓, ↑, ↓

Infinite Batarangs & Electric

Batarangs: ↑, ↓, ←, →

BATTLE ENGINE AQUILA

CHEAT CODES

Enter these as case-sensitive names when starting a game. To use more than one cheat, enter them at the same time.

Level Select

IEVAH!

Invincibility

B4K42

All Goodies

105770Y2

BATTLESTAR GALACTICA

UNLOCKABLE IMAGES

Enter the following codes on the extras menu.

Code Unlockable Images 1

↓x4, ←x4

Code Unlockable Images 2

↑x3, ↓x3, ←, →

Code Unlockable Images 3

→x4, ↓x2, ←x2

Code Unlockable Images 4

←, ↑, ←x2, ↓, ←, ↑, ↓

Code Unlockable Images 5

↑x2, ↓x2, →, ↑, ↓, ↓

Code Unlockable Images 6

↑, ←, ↑, →, ↑, ←, ↑, →

Code Unlockable Images 7

→x2, ↑x2, ←x2, ↑x2

BIG MUTHA TRUCKERS

CHEAT CODES

Enter these codes in the options menu.

Automatic save: **USETHEFORCE**

Diplomatic immunity: **VICTORS**

Disable damage: **6WL**

Evil truck: **VARLEY**

Hyperfast trucks: **GINGERBEER**

Small people: **DAISHI**

Unlimited time: **PUBLICTRANSPORT**

All Cheats:

CHEATINGMUTHATRUCKER

\$10 Million: **LOTSAMONEY**

All Missions: **LAZYPLAYER**

UNLOCK EVIL TRUCK

Complete 60-day trial and win the race to BMT HQ.

BLACK & BRUISED

CHEAT CODES

Enter these codes in the Cheats section of the Setup menu.

Intercontinental mode unlocked

↑x3, ↓x3, ←x3, →x3, ←x3, →x3

Second skin unlocked

↑x3, ↓x3, ←x3, →x3, ←x3, →x3

All boxers are unlocked

↑x3, ↓x3, ←x3, →x3, ←x3, →x3, ←x3, →x3, ←x3, →x3

Scrap yard scene unlocked

↑x3, ↓x3, ←x3, →x3, ←x3, →x3, ←x3, →x3

Conversation mode unlocked

↑x3, ↓x3, ←x3, →x3, ←x3, →x3, ←x3, →x3

Inulnerability for boxer 1

↑x3, ↓x3, ←x3, →x3, ←x3, →x3, ←x3, →x3

All boxers' life unlocked

↑x3, ↓x3, ←x3, →x3, ←x3, →x3, ←x3, →x3

Double Speed Active

↑x3, ↓x3, ←x3, →x3, ←x3, →x3

Constant power-up for boxer 1

↑x3, ↓x3, ←x3, →x3, ←x3, →x3, ←x3, →x3

BLADE 2

MAIN MENU CODES

At the main menu, hold ↑ to input the following codes.

Unlock Missions:

↓, ↑, ←x2, →x2, ↓, ↑

Unlock Weapons:

↑, ↓, ←, →, ↑x2, ↓x2

Unlock Dailymen:

←, ↑, ↓, ←, →, ↑, ↓

PAUSE CODES

Pause the game and hold ↑ to input the following codes.

Infinite Health

↑, ↓, ←, →, ↑, ↓, ↑, ↓

Infinite Rage

←, ↓, ←, ↓, ↑, ↑, ↑, ↑

Infinite Ammo

←, →, ↑, ↓, ↑, ↓, ↑, ↓

Friends Invulnerable

↑, ↓, ←, →, ↑, ↓, ↑, ↓

BLOOD OMEN 2: LEGACY OF KAIN

SOUL REAVER

On the main menu enter ↑, ↓, ↓, ↓, ↓. Now start a new game and Kain will have his Soul Reaper sword. You won't be able to collect any other weapons as this sword is unbreakable.

BLOODRAYNE

CHEAT CODES

Enter codes in the cheat menu, then you can turn them on and off in the pause menu.

God mode

TRI, ASSASSIN, DONT, DIE

Restore health

LAME, YANKEE, DONT, FEED

Fill Bloodstain

ANGRY, XXX, INSANE, HOOKER

Time factor

NAKED, NASTY, DISHWASHER, DANCE

Level select

ON, THE, LEVEL

Secret Louisiana level

BRIMSTONE, IN, THE, BAYOU

Enemy freeze

DONT, FART, ON, OSCAR

Show weapons

SHOW, ME, MY, WEAPONS

Gratuitous dismemberment

INSANE, GIBS, MODE, GOOD

Juggy

JUGGY, DANCE, SQUAD

Secret messages

ACTIVE

ACTIVE, ACTIVE, ACTIVE, ACTIVE

ADAM, LAID, EVE

ALBATROSS

ANGRY, INSANE, DUCK

COOL, IGLOO, FOR, ME

COOL, MAJESCO

COOL, TRI

DANCE, JUGGY, DANCE

DANCE, THE, TANGO

DASTARDLY, FART, QUEEN

DELTA, FOXTROT, ECHO, TANGO

DIE, FART, DIE

DIE, MAJESCO

DIE, TRI

DOG, EAT, DOG

DONT, CHEAT

DONT, DIE

EAT, DUCK

EAT, HOOKER

EAT, ME

EAT, THIS, PURPLE, BANANA

EAT, YOUR, NASTY, FART

FART, GOOD

FEED, ON, ME

FEED, ROMEO, THE, DOG

FOXTROT, UNIFORM, CHARLEY, KILO

GOD, HELP, ME

GOD, IS, COOD

GOD, MODE

GOOD, GOD, HELP, ME

HIDE, THE, GIBS

HIDE, THE, HOOKER

HOOKER, STAIN

I, AM, ADAM

I, AM, ANGRY

I, AM, ASSASSIN

I, AM, GOD

I, AM, INSANE

I, AM, JIMMY

I, AM, MAJESCO

I, AM, NAKED

I, AM, TRI

I, CAN, DIE

I, CHEAT

I, EAT, SPAM

I, HIDE, SPAM

I, HUNT, FOR, SPAM

I, LAID, MY, DISHWASHER

I, LAID, MY, MONKEY

INSANE, LAMA, UVULA, ENIGMA

IS, JIMMY, INSANE

ISOLATE, TAINTED, LAMA

I, WAS, MAJESCO

I, WAS, TRI

I, WORK, FOR, MAJESCO

I, WORK, FOR, TRI

JIMMY, RULES

JUGGY, SHOW, IS, KILLER

MAN, SHOW

MY, DOG, IS, PSYCHIC

MY, HOOKER, UNIFORM

MY, KILO, IS, LATE

MY, JIMMY, IS, UP

MY, LAZY, BANANA

MY, NASTY, NAKED, MONKEY

MY, UVULA, IS, PURPLE

NAKED, HOOKER

NAKED, MONSTER

NAKED, NASTY, MAN

NAKED, NASTY, MONSTER

NASTY, SATAN, EAT, HOOKER

NO, CHEAT, ACTIVE

PASS, JIMMY, THE, JOINT

PICK, MY, MONKEY

PICK, UP, HOOKER

PSYCHIC, ASSASSIN

QUEBEC, IS, COOL

RAID

REALITY, IS, TERMINAL

REALITY, IS, THE, CONUNDRUM

SATAN, CAN, DANCE

SATAN, RULES

SATAN, TOLD, THIS, JOKE

SCARLET, CRANE

SHOW, ME, YOUR, MONKEY

SHOW, ME, YOUR, NASTY

SHOW, MY, NAKED, MONSTER

SPAM, SPAM, SPAM, SPAM

STAIN, MY, UNIFORM

TAKE, MY, WEAPONS

TERMINAL, REALITY, IS, COOL

TERMINAL, REALITY, IS, LAME

TERMINAL, REALITY, RULES

TERMINAL, STAIN

TERMINAL, VELOCITY

THE, HOOKER, IS, ANGRY

THE, MATRIX

THIS, IS, REALITY

UVULA

WEAPONS, ON

WHISKEY, ALPHA, DELTA, FOXTROT

WHISKEY, IS, MY, GOD

XXX

YANK, MY, ALPHA, BANANA

YOUR, FART, IS, DASTARDLY

YOUR, GOD, IS, COOL

YOUR, HOOKER, IS, NASTY

BLOODY ROAR 3

PLAY AS URANUS

Finish Arcade mode without continuing, then beat Uranus at the end of it.

PLAY AS KOHRYU

Reach Level 5 in Arcade mode without continuing and you'll fight Kohryu. Defeat her, then finish Arcade mode to unlock him.

SUPER DIFFICULTY

Complete Arcade mode without continuing.

TUNES CHEATS

Enter these codes in the Cheat menu in the Extras area to unlock all the tunes.

LOYALTY	After Hours by Nyne
MILITANT	Anything Goes by C-N-N
BIGBOI	Bust by Outkast
CHOPPER	Blindside by Baxter
CHOCOCITY	COMP by Comp
AKIRA	Dragon House by Chiang
PLATINUMB	Get It Now by Bless
GHOSTSHELL	Koto by Chiang
GONBETRUBL	Lil' Bro by Ric-A-Che
KIRKJONES	Man Up by Sticky Fingaz
RESPECT	Move! by Public Enemy
POWER	OG Original Gangster by Ice-T
ULTRAMAG	Poppa Large by Ultramagnetic MCs
SIEZE	Seize The Day by Bless
CARTAGENA	Take A Look At My Life by Fat Joe

PUMP Walk With Me by Joe Budden

UNLOCKABLE FIGHTERS

Trick	Defeat Trick
Bo	Defeat Bo
Omar Epps (OE)	Defeat Omar Epps
Skull	Defeat Skull
Cindy J	Choose as girlfriend and defeat Nyne
Kimora	Choose as girlfriend and defeat Nyne
Lil' Kim	Choose as girlfriend and defeat Nyne
Shawna	Choose as girlfriend and defeat Nyne
Shaniqua	Lose girlfriend battle to Nyne
Cruz	Defeat Cruz
Trejo	Defeat Trejo
Ice-T	Defeat Ice-T
Elephant Man	Defeat Elephant Man
Carmen Electra	Defeat current girlfriend

Solo Defeat Solo

Sean Paul Defeat Sean Paul

Chiang Defeat Chiang

Masa Defeat Masa

Crack Defeat Crack

Dan G Defeat Dan G

Crazy Legs Defeat Crazy Legs

Bless Defeat Bless

Rome Defeat Rome

Slick Rick Defeat Slick Rick

Lil' Flip Defeat Lil' Flip

Baby Chris Defeat Baby Chris

Fam-Lay Defeat Fam-Lay

Bonecrusher Defeat Bonecrusher

WC Defeat WC

Warren G Defeat Warren G

Mack 10 Defeat Mack 10

Manny Win free for all tournament

Bubba Sparxxx Defeat Bubba Sparxxx

Prodigy Defeat Prodigy

Comp Defeat Comp

House Defeat House

Freeway Defeat Freeway

Memphis Bleek Defeat Memphis Bleek

Erick Sermon Defeat Erick Sermon

Pockets Defeat Pockets

Joe Budden Defeat Joe Budden

Scarface Defeat Scarface

Ghostface Killah Defeat Ghostface Killah

Capone Defeat Capone

Ludacris Defeat Ludacris

Flava Flav Defeat Flava Flav

Tec Defeat Tec

Sticky Fingaz Defeat Sticky Fingaz

Crow Defeat Crow

UNLOCKABLE SONGS

Original Gangster Defeat Ice-T

Anything Goes Defeat Sean Paul

Koto Defeat Chiang

Dragon House Defeat Masa

Take a Look at My Life Defeat Trejo at 125 St Station

Blindside Defeat Trejo at 125 St Station

Seize The Day Defeat Bless

Get It Now Defeat Bless

Poppa Large Defeat Slick Rick

Bust Defeat Lil' Flip

Comp Defeat Comp

Move! Defeat Flava Flav

Walk With Me Defeat Crow

Man Up Defeat Sticky Fingaz

After Hours Defeat Crow

Lil' Bro Defeat Magic at Gun Hill Garage

DESTROY ALL HUMANS!

CHEATS

Pause the game during play and hold **△**, then enter the following codes and release **△**. A message should confirm correct entry.

Ammo-A-Plenty

△, ○, △, ○, △, ○

Aware Like A Fox (maximum alert meter)

△, ○, △, ○, △, ○

Bulletproof Crypto

△, ○, △, ○, △, ○

Deep Thinker

(unlimited concentration)

△, ○, △, ○, △, ○

Nobody Loves You (reset alert meter)

△, ○, △, ○, △, ○

Enter the following codes while holding **△** on the mothership:

Mmmm, Brainst! (increase DNA)

△, ○, △, ○, △, ○

△, ○, △, ○, △, ○

△, ○, △, ○, △, ○

△, ○, △, ○, △, ○

△, ○, △, ○, △, ○

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Win three matches at Beginner Class.

UNLOCK PETE

Defeat in Long Drive Challenge Expert Class.

UNLOCK DRAKE

Defeat in Nearest the Pin Challenge Expert Class.

UNLOCK MAX

Defeat in Combination Play Expert Class.

UNLOCK EUROPEAN COURSE

Defeat Mortimer Skins Match Expert Class.

UNLOCK MICKEY CUP

Win three matches at Expert Class.

UNLOCK MIDAIR MATCH

Win Mickey Cup.

UNLOCK SKY COURSE

Defeat Mortimer in Midair Match.

DOWNHILL DOMINATION

CHEAT CODES

Enter these codes during gameplay but make sure you do the 'Codes Unlocked' one first, otherwise the rest will not work. The name of the cheat will flash on the screen if you've entered it correctly.

Codes unlocked

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Ghost town

(no pedestrians and little traffic)

Ⓢ, ↓, ↑, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ

Only gangs and workers

walk the streets

←, →, x3, Ⓢ, Ⓢ, ↓, ↑, Ⓢ, Ⓢ

Pedestrians attack you

(can't be turned off)

↓, ↑, x3, Ⓢ, Ⓢ, Ⓢ, Ⓢ, x2

Pedestrians attack you with guns

Ⓢ, Ⓢ, ↑, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, x2

Pedestrians have weapons

Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, ↓

Pedestrians riot (can't be turned off)

↓, ←, ↑, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ

Yakuza theme

(all pedestrians wield katanas)*

Ⓢ, x2, ↓, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ

*Note: The game may freeze for a few

seconds before these codes activate.

GRAN TURISMO 3:

A-SPEC

PROFESSIONAL MODE

Select Arcade mode then highlight Hard

on the difficulty selection screen. Hold

Ⓢ+Ⓢ and it will change to Professional.

EASY MONEY

You need two memory cards for this trick.

After you've earned about 200,000

Credits, buy a good car and upgrade it to

the max. This will leave you almost broke,

so save this car to the memory card in

slot 2. Now return to the title screen and

load your last game from slot 1. This will

give you your money back and you can

now go and trade the car from slot 2. The

car that you just upgraded to the max will

now only cost retail price.

PRIZE CARS

Beginner's League

Sunday Cup: Toyota Sprinter Trueno

GT Apex

Clubman Cup: Mazda MX-5 '93

FF Challenge: Toyota Yaris RS 1.5

FR Challenge: Nissan Silvia K's 1800cc

MR Challenge: Toyota MR2

4WD Challenge: Suzuki Auto Works

Lightweight Cup: Mini Cooper 1.3i

Stars & Stripes: Chevrolet Camaro SS

Spider & Roadster: Mazda MX-5 1.8i

80s Cup: Mazda Savanna RX7 Infiniti 1.6

Race Of NA Sports: Honda CRX 1.6 VTI

Race Of Turbo Sports: Daihatsu Cuore

TR-XX Avanzato R

Tourist Trophy: Audi TT 1.8 quattro

Legend Of The Silver Arrow:

Mercedes-Benz SLK230 Kompressor

Altezza Race: Toyota Celica SS-II

('95 or '99)

Vitz/Yaris Race: Toyota Yaris RS 1.5

Type R Meeting: Acura R-SX Type S,

Honda Civic SiR-II, Honda Civic Type R

Evolution Meeting: Mitsubishi Lancer

Evo IV GSR

Beetle Cup: VW New Beetle RSi

Gran Turismo World Championship:

Mazda MX-5 '89, Mitsubishi Lancer

Evolution VI GSR, Nissan Skyline GT-R V

spec II (R32), Toyota Celica GT-Four

Amateur League

Japanese Championship: Mazda RX-7

Type Z, Mitsubishi LTO GP Version R,

Mitsubishi Lancer Evolution IV GSR,

Subaru Impreza Wagon WRX STi

Version VI

American Championship: Audi TT 1.8T

Honda Raybrig NSX, Mine's GT-R N1 V

spec, Nismo Skyline GT-R R-tune

All-Japan GT Car Championship:

Honda Arta NSX, Nissan Calsonic

Skyline, Nissan Lottite Zexel GT-R,

Toyota Denso Sard Supra

Tourist Trophy: Audi S4

Race Of Red Emblem: Nismo 400R

Legend Of Silver Arrow: Mercedes-

Benz CLK Touring Car

Altezza Race: Tom's X540 Chaser,

Toyota Altezza LM Race Car,

Toyota Yaris RS 1.5

Type R Meeting: Honda NSX Type R,

Honda S2000, Mugen S2000, Spoon S2000

Evolution Meeting: Mitsubishi Lancer

Evolution VI Rally Car

Dream Car Championship: Honda

S2000 LM Race Car, Mazda RX-7 Race

Car, Mitsubishi FTO LM Race Car, Subaru

Impreza LM Race Car

Professional League

British GT Car Cup: Aston Martin

Vanquish

Gran Turismo World Championship:

Ford GT40 Race Car, Jaguar XJ220 Race

Car, Nismo GT-R LM Road Car, Vauxhall

Calibra Touring Car

FF Challenge: Spoon Civic Type R

FR Challenge: Nismo GT-R LM

Road Car

MR Challenge: Tommy-Kaira ZZII

4WD Challenge: Mitsubishi Lancer

Evolution VII Rally Car Prototype

Spider & Roadster: Shelby Cobra

Boxer Spirit: RUF RGT

Race Of NA Sports: Pagani Zonda C12

Race Of Turbo Sports: RUF CTR2

Gran Turismo All-Stars: Dodge Viper

GTS-R Concept, Nissan R390 GT-1 LM

Race Car, Subaru Impreza Sedan WRX

STi, Toyota GT-One Race Car

All-Japan GT Car Championship:

Honda Castrol Mugen NSX, Nissan

Pennzoil Nismo GT-R, Pagani Zonda Race

Car, Toyota SuperAutobacs Apex MR-5

Italian Avant Garde:

Pagani Zonda Race Car

Race Of Red Emblem:

Nissan Calsonic Skyline

Vitz/Yaris Race: Toyota Altezza LM

Race Car, Toyota Tom's Castrol Supra,

Toyota Supra RZ, Toyota Yaris RS 1.5

Elise Trophy: Lotus Elise 190

Clio Trophy: VW New Beetle Cup Car

TVR Tuscan Challenge: TVR Griffith 500,

TVR Speed 12

Dream Car Championship:

Mitsubishi FTO LM Race Car, Panos

Esperante GT-R, Toyota GT-One Race

Car, Polyphony 001

Polyphony Digital Cup: Suzuki Escudo

Pikes Peak Version, Toyota GT-One Race

Car, TVR Speed 12, Polyphony 001

Like The Wind: Mazda 787B

Formula GT Championship Race:

Polyphony 001, Polyphony 002

Rally League

Tahiti Challenge:

Toyota Celica Rally Car

Tahiti Maze: Ford Escort Rally Car

Smoko Mountain Rally:

Ford Focus Rally Car

Rally Of Alps: Peugeot 206 Rally Car

Tahiti Challenge II:

Toyota Corolla Rally Car

Polyphony 002

Roadster: Mazda MX-5 '89, Mazda

MX-5 '93, Mazda MX-5 1.8 RS,

Polyphony 002

Tokyo R246: Mazda RX-7 LM Race Car,

Nissan C-West Razo Silvia, Toyota GT-One

Road Car, Polyphony 001

Mistral: Jaguar XJ220 Road Car,

Mitsubishi FTO LM Race Car, Pagani

Zonda Race Car, Polyphony 002

Super Speedway: Chevrolet Corvette

CSR, Renault Clio Sport Race Car, Tickford

Falcon XR8 Race Car, Polyphony 001

Licences

B-Licence – All Gold:

Mazda MX-5 1.8i

A-Licence – All Gold: Mazda RX-8

IB-Licence – All Gold:

Nissan Z Concept

IA-Licence – All Gold:

Aston Martin Vanquish

S-Licence – All Gold:

Dodge Viper GTS-R Concept

R-Licence – All Gold: Subaru Impreza

Rally Car Prototype

Extra

50% Game Completion:

Chevrolet Corvette CSR

75% Game Completion: Mazda 787B

Polyphony 001

100% Game Completion:

Polyphony 001

Beginner's League – All Gold:

Mitsubishi Lancer Evolution V GSR

Amateur Mode – All Gold:

Chrysler Viper GTS-R Team Oreca

Professional League – All Gold:

Polyphony 002

Rally League – All Gold:

Suzuki Escudo Pikes Peak Version

Endurance League – All Gold:

Polyphony 001

GRAN TURISMO 4:

PROLOGUE

UNLOCKABLE CARS

Lesson 1 Mazda 2 '03

Lesson 2 Jazz '01

Lesson 3 Micra 12c 5Door (K12) '03

Lesson 4 IST 1.5S 2WD(I) '02

Lesson 5 MX-5 '89

Lesson 6 Alto Works Suzuki Sports

Limited (J) '97

Lesson 7DB Z 1.5X Version 2WD(I) '00

Lesson 8 COLT '02

Lesson 9 Copen Active Top (J) '02

Lesson 10

Legacy B4 2.0GT SpecB (J) '03

Coffee break 1

Mira TR-XX Avanzato R (J) '97

Lesson 11 SL55 AMG '02

Lesson 12 Lupo GTI Cup Car '03

Lesson 13

Takata Dome NSX (JGTC'18) '03

Lesson 14 Legacy Saloon 3.0R '03

Lesson 15 Spoon Civic Type R (EK) '99

Lesson 16 Fairlady Z Z-tune (Z33J) '03

Coffee break 2

Legacy Sports Tourer 3.0R '03

Lesson 17 Focus Rally Car '99

Lesson 18 Beat(J) '91

Lesson 19 Elise Sport 190 '98

Lesson 20 Spoon Fit Race Car '03

Lesson 21 Civic Type R (EKJ) '98

Lesson 22 Impreza WRX STi '02

Lesson 23 Viper GTS '99

Coffee break 3 RX-7 (J) '02

Lesson 24 Impreza Rally Car (GC) '99

Lesson 25 NSX Type S Zero (J) '97

Lesson 26 Lancer Evolution V '98

Lesson 27

Skyline GT-R Vspec II (R32) '94

Lesson 28 RX-8 '03

Lesson 29 350Z Roadster '03

Coffee break 4 Cappuccino '02

Lesson 30 Celics SS-II Tuning Car

(ZZT231) '03

Lesson 31 Spoon S2000 Race Car '00

Lesson 32 Yaris 1.5 16V VVT-4 '00

Lesson 33 Xanavi Nismo GT-R

(JGTC'23) '03

Lesson 34 Cusco Subaru Advan

Impreza (JGTC'77) '03

Lesson 35 McLaren F1 GTR Fina

(Long Version) '97

Lesson 36 Prius Hatchback Toyota

Hybrid Synergy Drive '03

Coffee break 5 Honda S2000 '03

Lesson 37

Lancer Evolution VIII MR (J) '03

Lesson 38 Woodone Tom's Supra

(JGTC'36) '03

Lesson 39 Ford GT '02

inside the LEILA Offices. Inside this locker you will find all the weapons and also unlimited ammunition.

HE-MAN: DEFENDER OF GRAYSKULL

CHEATS

Enter these codes within the cheats section of the Options menu and they will be activated.

Invulnerability

→, ○, ↑, ←, ○

All levels unlocked

○, ←, ↑, ○, ↓

Unlimited Grayskull power

↓, →, ○, ○, ↓

Double damage

○, →, ○, ↑, ○

HEROES OF THE PACIFIC

CHEAT CODES

Enter these codes at the main menu (Note: 'RA' = right analogue stick). A message will confirm correct entry.

Warning: These cheats will disable auto-save and prevent you from saving your game!

Cheats Menu:

○, ○, ○, R3, ○, L3

Note: Pause the game and select Cheats. The menu offers options for Infinite Health, Super Warspeed, Unlimited Warspeed and Win Mission.

All Base Planes & Missions:
RA ↑, RA ↓, RA ←, R2, ○, RA →

Upgrade All Planes:

○, RA ←, R2, RA →, D-pad →,

D-pad ↓

Unlock Japanese Planes:

○, ○, ○, ○, D-pad ←,

D-pad ↑

HIDDEN INVASION

BOUNCING CHEAT

At the title screen, rotate the D-pad clockwise four times. A sound will confirm the code has worked. When you start the game, everything will be bouncing in a rather crazy manner!

HITMAN 2

CHEAT CODES

Level Select

○, ○, ↑, ↓, ○, ○, ○ (Main Menu)

God Mode

○, ○, ↑, ↓, ○, ○, ○, ○, ○, ○

All Weapons

○, ○, ↑, ↓, ○, ○, ↑, ○, ○

Full Heal

○, ○, ↑, ↓, ○, ○, ↓

Slowmo

○, ○, ↑, ↓, ○, ○, ↑, ○, ○

Nailgun Mode

○, ○, ↑, ↓, ○, ○, ○, ○

Ali Mode

○, ○, ↑, ↓, ○, ○, ↑ x2

Low Gravity

○, ○, ↑, ↓, ○, ○, x2

Lethal Charge

○, ○, ↑, ↓, ○, ○, x2

Bomb Mode

○, ○, ↑, ↓, ○, ○, ↑, ○

Megaforce

○, ○, ↑, ↓, ○, ○, x2

HITMAN: CONTRACTS

LEVEL SELECT

Enter the following code on the main menu to unlock the level select option:

○, ○, ○, ○, ○, ↑, ○, ○, ○

SILENT ASSASSIN

Enter this code during gameplay to complete the current mission with a Silent Assassin rating:

○, ○, ○, ○, ○, L3, ○, ○, ○, ○

HOT WHEELS

VELOCITY X

UNLOCKABLES

Unlock Laser Cannon

Complete Challenge 1

Unlock Underworld Race

Complete Challenge 2

Unlock Sonic Boom

Complete Challenge 3

Unlock Atom Blaster

Complete Challenge 4

Unlock Sewer Pipe Arena

Complete Challenge 5

Unlock Sho-Stopper Vehicle

Complete Challenge 6

Unlock Freon Bomb

Complete Challenge 7

Unlock Crankshaft Docks

Complete Challenge 8

Unlock Energy Shield

Complete Challenge 9

Unlock Jet Boosters

Complete Challenge 10

Unlock Glacier Race

Complete Challenge 11

Unlock Surf Crate Vehicle

Complete Challenge 12

Unlock Super Zapper

Complete Challenge 13

Unlock Treadwell Plaza

Complete Challenge 14

Unlock Magnet Mine

Complete Challenge 15

Unlock Doom Disks

Complete Challenge 16

Unlock Underworld Arena

Complete Challenge 17

Unlock Krazy 8s Vehicle

Complete Challenge 18

Unlock Muscle Tone Vehicle

Complete Adventure 1

Unlock Hammered Coupe Vehicle

Complete Adventure 2

Unlock Head Vehicle

Complete Adventure 3

Unlock Hyper Mite Vehicle

Complete Adventure 4

Unlock Power Pistons Vehicle

Complete Adventure 5

Unlock Evil Twin Vehicle

Complete Adventure 6

Unlock Hyperliner Vehicle

Complete Adventure 7

Unlock Maelstrom Vehicle

Complete Adventure 8

Unlock Splittin Image Vehicle

Complete Adventure 9

Unlock Greased Lightnin Vehicle

Complete Adventure 10

Unlock Vulture Vehicle

Complete Adventure 11

Unlock Arachnoid Vehicle

Complete Adventure 12

Unlock Sol-air Vehicle

Complete Adventure 13

Unlock HW Prototype 12 Vehicle

Complete Adventure 14

Unlock Flashfire Vehicle

Collect all gears in Monument City

Unlock Mega-Duty Vehicle

Collect hidden key in Monument City

Unlock Deora II Vehicle

Collect all gears in Turbine Sands

Unlock Way 2 Fast Vehicle

Collect hidden key in Turbine Sands

Unlock Rigor Motor Vehicle

Collect all gears in Crankshaft Bay

Unlock Lakewater Vehicle

Collect hidden key in Crankshaft Bay

Unlock Shadow Jet Vehicle

Collect all gears in Burnout Glacier

Unlock Surfing School Bus Vehicle

Collect hidden key in Burnout Glacier

Unlock Jet Threat 3.0 Vehicle

Collect all gears in Underworld

Unlock Power Rocket Vehicle

Collect hidden key in Underworld

Unlock Turbine Sands level

Complete Adventure 3

Unlock Crankshaft Bay level

Complete Adventure 6

Unlock Burnout Glacier level

Complete Adventure 9

Unlock Underworld level

Complete Adventure 12

THE HULK

CHEAT CODES

Enter these on the code input screen.

GMMSKIN Invulnerability

FLSHWND Regenerator

ANGMNGT Full Rage meter

GRNCHTR Unlimited continues

HLTHDSE Double Hulk's HP

BRNGTIN Double all enemies' HP

MMMYHLP Half all enemies' HP

STOFTRY Wicked punch

BRCESTN Puzzle solved

NMBTHIH Reset high score

TRUBLVR Unlock all levels

IN-GAME CODES

Enter 'em' at a Universal Code Input

during play.

JANITOR

Unlock grey Hulk

SANFRAN

Unlock Hulk transformed movie art

PITBULL

Unlock Hulk vs Hulk dogs movie art

FIFTEEN

Unlock desert battle movie art

NANOMED

Unlock Hulk movie F/X

I

THE INCREDIBLE HULK: ULTIMATE DESTRUCTION

CHEAT CODES

Enter these codes via the Extras menu.

Note: Some codes require a certain number of collected comics to unlock.

Grey Hulk CLASSIC

Joe Fix It SUITFIT

Abomination VILLAIN

Canadian Flag Shorts OCANADA

American Flag Shorts AMERICA

UK Flag Shorts FSHNCHP

French Flag Shorts DRAPEAU

German Flag Shorts DEUTSCH

Italian Flag Shorts MUTANDA

Spanish Flag Shorts BANDERA

Japanese Flag Shorts FURAGGU

Black & White Mode RETRO

Sepia Mode HISTORY

Low Gravity PILLOWS

Double Damage DESTROY

Double Power Collectables BRINGIT

Gorilla Invasion KINGKING

Road Rage FROGGIE

Mass Transit TRANSIT

All Vehicles Taxis CABBIES

5,000 Smash Points SMASHS

10,000 Smash Points SMASH10

15,000 Smash Points SMASH15

Cow Missiles CHZGUN

THE INCREDIBLES

CHEAT CODES

Pause the game and enter these cheats in the Secrets menu. Note: Some codes only work in certain levels.

Big head mode EINSTEINIUM

Brightness increased EMODE

Credits YOURNAMEINLIGHTS

Dash not hurt when running into objects GILGENDASH

Destroy all nearby enemies and objects SMARTBOMB

Easy mode BOAPLACE

Running and Ramming

Incredi-powers MCTRAVIS

Faster game SASSMODE

Findrails and Superpunch KRONOS

Fire trail ATHLETESFOOT

Health appears more often TONYLOAF

Health remains constant PINKSLIP

Henchmen launch death shrapnel

DANDRUFF

Infinite Elastigirl powers FLEXIBLE

Intro sequence HI

Level select SPRINGBREAK

Refill 25% health UUDLLRLRBRAS

Reverse movement with Nomansian Island turret INVERTTURRET

Shoot beams temporarily CAZERBEAM

Slow motion BWTHMOVIE

Small head mode DEEVOLVE

Some objects flash different colors

DISCOURLES

Superspeed Incredi-power while running DANIELTHEFLASH

Temporary infinite Incredi-points SHOWTIME

Temporary infinite Incredi-power while playing as Dash DASHLIKES

Toggle HUD BHUD

Unlock battle mode ROTAIDALG

Unlock all missions ILIEMIAOW

INDY CAR SERIES

CHEAT CODES

Enter them as your name in the Create Player Profile screen...

Pole Position: pOLE

Unlock All Cards: aLLCARDS

I-NINJA

CHEATS

Enter while the game is paused.

Big heads

Hold ○ and press ○ x4, release ○ and

hold ○ then press ○ x2, hold ○+○

and press ○, ○, ○

Sword upgrade

Hold ○+○ and press ○, ○, ○, x2, ○, ○

Complete current mission

Hold ○ and press ○ x3, ○, release ○

and hold ○ then press ○ x2, release ○

and hold ○ then press ○ x2

INTERNATIONAL SUPERSTAR SOCCER

ALL-STAR TEAMS

To unlock the extra All-Star teams,

attempt that they make to kill you. Because experience points are awarded for every round of combat survived, you can build up a huge score before taking on the simple task of finishing off the weakening and getting all that experience.

LEGO DROME RACERS

CHEAT CODES

Enter these on the main menu.

All Tracks:

←, →, ←, →, ↑, ↓, ↑, ↓, x2, x2

Instant Win:

←, →, ←, →, ↑, ↓, ↑, ↓, x2, x2

(then press L3 during race to win)

LEGO RACERS 2

ALIEN CHARACTER

Press ←, →, ↑, ↓, ↑, ↓, x2 at the main menu screen.

WIDE ANGLE VIEW

Pause the game and press ←, x3, →, x3, ↑, x3, ↓, x3, →, x3, ↓, x3

MARS TRACKS

Pause the game and press ←, x2, →, x2, ←, x2, →, x2, ↓, ←, →

LEGO STAR WARS

CHEAT CODES

To enter these codes go to Dexter's Diner and go to the Codes section (you'll still need to buy the characters after you unlock them).

Battle droid 9B7UYR

Battle droid (Commander) EN11K5

Battle droid (Geonosian) LK42U6

Battle droid (Security) KF999A

Big blasters IG72X4

Boba Fett LA811Y

Brushes SHRU81

Classic blasters LA49HD

Clone F8B4L6

Clone (Episode III) BHU72T

Clone (Episode III pilot) N3T6P8

Clone (Episode III swamp) R5E6Z5

Clone (Episode III walker) 14PGMN

Count Dooku A32CAM

Darth Sidious VR832U

Disguised clone DRH32U

Droideka SF321Y

General Grievous 19D7NB

Geonosian U63B2A

Gonk droid ZTY392

Grievous' bodyguard 4PR28U

Invincibility PL47NH

Jango Fett DP55MV

Ki-Adi Mundi CBR954

Kit Fisto A725X4

Luminara MS952L

Mace Windu (Episode III) LD116B

Minit detector RP924W

Moustaches 92U7JD

Padmé R840IU

PK droid BEQ82H

Princess Leia YD77GC

Purple L54YUK

Rebel trooper PP431X

Royal guard EUW862

Shaak Ti MS999Q

Silhouettes NR37W1

Silly blasters XZNR21

Super battle droid PUCEAT

Tea cups H35TUX

Unlocks Darth Maul

for free play

Unlocks Luminara for free play A725X4

←, →, ←, →, x2, ←, →, ←, →, x2, x2

LMA MANAGER 2002

CHEAT CODES

Type these in at the Name Entry screen

MINTED E500,000,000

AWESOME Improved player stats

RUN OF FORM Always win

NO BRAINER Automatic tactics

FANTASY Free transfers

MUST BE BLIND No bookings

QUICK DRY No building times

HYPERACTIVE Fast players

WHO WANTS SOME Psycho team

HEALING HANDS Fast-healing injuries

SUN BURN Always sunny

UMBRELLA Always rains

LMA MANAGER 2003

EXTRA CASH

Enter LMA2003A on the player name entry screen to start with £500,000,000!

LMA MANAGER 2004

CHEAT CODES

Enter these codes as your name when starting a new game.

Capacity crowd LMA2004MA

Comedy sounds LMA2004MB

Rainbow trails LMA2004MC

LMA MANAGER 2005

CHEAT CODES

Enter the following codes as your name to unlock the corresponding cheat. Note that you can only enter one of the shouting codes at a time.

LMA2005A All injuries heal in one day

LMA2005B £500,000,000 starting fund

LMA2005MA A moon ball with mad physics

LMA2005MB High-pitched shouting voice

LMA2005MC Very low shouting voice

LOONEY TUNES: BACK IN ACTION

CHEAT CODES

Enter these in Cheat Codes within the Options menu.

AMUNKEY \$500

PASSPORT Access all areas

WEENEY ACME shrink ray

CANNON Cannonball costume

OUTTAKE Duck danger battle

DANGER Duck danger costume

SUITSYOU Free costume doors

SLAPPY Slappy fish

GOBBLE Gossamer doors revealed

HENSAWAY Hen grenade attack

TOUGHAGE Invulnerability

FURRYOUS Wile E Coyote game

LORD OF THE RINGS: THE TWO TOWERS

CHEAT CODES

To enter the cheats pause the game, then hold ○, ○, ○, ○ while you enter the following codes.

Restore Health ○, ↓, ○, ↑

Restore Missiles ○, ↓, ○, ↑

1000 XP ○, ↓, x3

Level 2 Skills ○, →, ○, →

Level 3 Skills ○, ↑, ○, ↑

Level 4 Skills ○, ←, ○, ←

Level 5 Skills ○, x2, ↓, x2

LORD OF THE RINGS: THE RETURN OF THE KING

EXPERIENCE CHEAT

Pause the game and hold down all four shoulder buttons, then enter the code that corresponds to the character you are playing as. Entering the code will give each character 1000 extra experience points!

Character Code

Aragorn ↑, ○, ○, ○

Frodo ↑, ○, ↑, ↓

Gandalf ○, ○, ○, ↓

Gimli ○, ○, ○, ○

Legolas ○, ○, ↑, ○

Sam ○, ○, ↓, ○

LORD OF THE RINGS: THE RETURN OF THE KING

CHEAT CODES

Pause the game then hold all four shoulder buttons down before entering the following codes:

Gandalf

Three-hit combo ↓, ○, ○, ↓

Four-hit combo ○, ○, ↑, ○

All special abilities ↑, ↓, ○, ○

Level 8 skills ○, ○, ↓, x2

Restore missiles ○, ○, ↓, ○

LORD OF THE RINGS: THE RETURN OF THE KING

CHEAT CODES

Three-hit combo ○, ↓, ○, ↑

Four-hit combo ○, ○, ↑, ○

All special abilities ↑, ↓, ○, ○

Level 8 skills ○, ○, ↓, x2

Restore missiles ○, ○, ↓, ○

LORD OF THE RINGS: THE RETURN OF THE KING

CHEAT CODES

Three-hit combo ○, ↓, ○, ↑

Four-hit combo ○, ○, ↑, ○

All special abilities ↑, ↓, ○, ○

Level 8 skills ○, ○, ↓, x2

Restore missiles ○, ○, ↓, ○

LORD OF THE RINGS: THE RETURN OF THE KING

CHEAT CODES

Three-hit combo ○, ↓, ○, ↑

Four-hit combo ○, ○, ↑, ○

All special abilities ↑, ↓, ○, ○

Level 8 skills ○, ○, ↓, x2

Restore missiles ○, ○, ↓, ○

LORD OF THE RINGS: THE RETURN OF THE KING

CHEAT CODES

Three-hit combo ○, ↓, ○, ↑

Four-hit combo ↑, ○, ○, ↓
All special abilities ↓, ○, ○, x2
Level 8 skills ↓, ○, ○, x2
Restore missiles ○, ○, x2, ○

Frodo
Four-hit combo ↓, ○, ○, ↓
Level 8 skills ○, x2, ↓, x2
Restore missiles ○, x3, ○

Gimli
Four-hit combo ○, ○, ↑, ○
Level 8 skills ○, ○, ↓, ○
Restore missiles ○, x3, ○

Legolas
Three-hit combo ○, x3, ↓
Four-hit combo ○, ○, ○, ○
All special abilities ○, ○, ○, ○
Level 8 skills ○, ↑, x2, ↓
Restore missiles ○, x3, ↓

Sam
Four-hit combo ↑, ↓, ○, x2
Level 8 skills ○, x2, ○, x2
Restore missiles ○, x2, ○, ○
Gain 1,000 experience points ○, ○, ↓, ○

Faramir
Four-hit combo ○, ○, ↑, ○
Level 8 skills ○, ○, ↓, x3
Restore missiles ○, ↑, x2
Gain 1,000 experience points ○, ○, ↑, ○

Merry
Four-hit combo ○, ○, ○, x2
Level 8 skills ↓, ○, ○, ○
Restore missiles ○, ○, x2, ○
Gain 1,000 experience points ↓, x2, ○, ○

Pippin
Four-hit combo ○, x2, ↓, ○
Level 8 skills ○, x2, ○, x2
Restore missiles ↑, ○, ↓, ○
Gain 1,000 experience points ○, ○, ○, ○

Lotus Challenge
UNLOCK ALL
Complete all challenges for Jack and Zoe and finish first in all the Championship races to unlock all the cars and a new Reverse Mode.

Madden NFL 2001
Madden Millennium Team
To get this secret squad, you must get all 296 Madden Cards in gold!

Madden NFL 2002
Bonus Stadiums
The Player Cards numbered between 233 and 248 will each unlock an extra stadium for selection, including Nile High and Maddenstein.

Madden NFL 2003
Classic Teams
The Player Cards numbered between 249 and 274 will each unlock a classic team from the past in Exhibition mode, from the '58 Colts to the '99 Rams.

Madden NFL 2004
Madden Teams
The Player Cards numbered between 275 and 290 will unlock a year's All-Madden team to use in Exhibition mode.

Madden NFL 2005
Fantasy Teams
The Player Cards numbered between 291 and 298 each unlock a fantasy team for Exhibition mode, including Mummies and Monsters.

Madden NFL 2006
Houston Texans
After the first season in Franchise mode, do the expansion draft to get the Houston Texans.

Madden NFL 2007
Loadsa Tokens
To get over 10 million tokens, complete the following steps.

1. Select Options then Rosters. Select the team you want to play against and change the Speed rating of all of their defensive players (LE, RE, DT, LOLB, MLB, ROLB, CB, FS and SS) to 15.

2. Select the team you want to play as and change the starting QB's Speed, Awareness, Agility, Accel, Carrying and Stamina ratings to 99. Edit the following offensive players so they have an Overall rating of less than 10: HB, FB, TE, WR and backup QBs. Finally, change all the offensive line players' (LT, LG, C, RG, RT) Pass Block rating to 99.

3. Save your Roster under a new name (not DEFAULT). Start a Two Minute Drill on All Madden difficulty against the chosen opposing team's defence (which you've nobbled), selecting a previously created Profile (very important) and your team with the altered offence.

4. Select a passing play, snap the ball and hold ○ to scramble the QB to either side, then sprint up the field for a touchdown every time. You should be able to score several TDs doing this (if you muck up a play and get tackled inbound, take a timeout to stop the clock).

5. When the game is over you'll have a huge minus number for your score. Quit and select Options then Madden Cards. You'll have over 10 million tokens in your Profile to spend on cards!

SPECIAL OCCASIONS
Set the system date to one of the following dates for a special commentary.
Thanksgiving: 22 November 2001
Christmas: 25 December 2001
New Year: 1 January

WIN COIN TOSS
Press ○+○+○ repeatedly before the coin toss screen appears.

Madden NFL 2003
Unlockable Characters
To unlock each of the following, complete the corresponding task.

John Elway
Gold Cup in QB Pocket Presence Drill at All-Madden level
Dennis Erickson
C18J7T
Dick Vermeil
F68V1W
Dick Capers
B9716R
Herman Edwards
019T2T
Jack Del Rio
J22P9I
Jeff Fisher
N62B6I
Jim Haslett
G78R3W
Jim Mora Jr
N46C3M
John Fox
Q98R7Y
Jon Gruden
H6118A
Lovie Smith
L38V3A
Marty Shotteneimer
D96A75
Marvin Lewis
P2454H
Mike Martz
R64A8E
Mike Mularkey
C56D6E
Mike Shanahan
H15L5Y
Mike Sherman
F84X6K
Mike Tice
Y31T6Z
New England Coach
N24L42
Norv Turner
F24K1M
Seattle Coach
V58U4Y
Steve Mariucci
V74Q3N
Tom Coughlin
S71D6H
Tony Dungy
Y96R8V
Washington Coach
W63V9L

Player Gold Cards:
Aaron Brooks J95K1J
Aaron Glenn Q48E9J
Adeawale Ogundipe C12E9E
Ahman Green T86L4C
Al Wilson G72C2R
Alan Faneca U5259C
Amani Toomer Z75G6M
Andre Carter V76E2Q
Andre Johnson E3451M
Anquan Boldin S32F7K
Antoine Winfield A12V7Z
Brad Hopkins P44A8B
Brett Favre L61D7B
Brian Dawkins Y47B8Y
Brian Simmons S22M6A
Brian Urlacher Z34J4U
Brian Westbrook V46J2I
Bubba Franks U77F2W
Byron Leftwich C55V5C
Carson Palmer O36V2H
Casey Hampton Z11P9T
Chad Johnson R8552A
Chad Pennington B64L2F
Champ Bailey K8090E
Charles Rogers E57K9Y
Charles Woodson F95N9J
Chris Hovan F14C6I
Corey Simon R11D7K
Courtney Brown R42R75
Curtis Martin K47X3G
Damien Woody F7811I
Dante Hall B23P8D
Dat Nguyen Q86I25
Daunte Culpepper O6209K
David Boston A25I9F
David Carr C16E2Q
Derrick Brooks P93B9T
Dexter McAllister S98P3T
Dexter Coakley L13K1A
Dexter Jackson G16B2I
Domanick Davis L5853J
Donnie Edwards E18Y5Z
Donovin Darius Q11T7T
Donovan McNabb T9811I
Donte Stallworth R75W3M
Dre Bly H19Q2O
Drew Bledsoe W73M3E
Dwight Freeney G76U2L
Edgerin James A75D7X
Ed Reed G18Q2B

Colts M22Z6H
Cowboys J84E3F
Dolphins E88T2J
Eagles Q88P3Q
Falcons W86F3F
Giants L13Z9J
Jaguars K32C2A
Jets S45W1M
Lions C18F4G
Packers K26Y4V
Panthers M66N4D
Patriots O59P9C
Raiders G92L2E
Rams W73B8X
Ravens P98T6C
Redskins N19D6Q
Saints R99G2F
Seahawks A35T8R
Steelers C98I2V
Texans R74G3W
Titans Q81V4N

Coach Gold Cards:
Andy Reid N44K1L
Bill Cowher S54T6U
Brian Billick L27C4K
Butch Davis G77L6F
Dallas Coach O24U1Q
Dave Wannstedt W73D7D
Dennis Erickson J83E3T
Dennis Green C18J7T
Dick Vermeil F68V1W
Dick Capers B9716R
Herman Edwards 019T2T
Jack Del Rio J22P9I
Jeff Fisher N62B6I
Jim Haslett G78R3W
Jim Mora Jr N46C3

Big Head Mode

Collect all three star tokens in This Of House GP

Mirror Tracks

Collect all three star tokens in Toy Town Sci Fi GP

Concept Art

Collect all three star tokens in Jungle Jamboree GP

Color Tint

Collect all three star tokens in Hicksville Hoedown GP

Bird's Eye View

Collect all 3 star tokens in Perilous Places GP

The Team

Collect all three star tokens in Choulish Graveyard GP

MIDNIGHT CLUB 3: DUB EDITION

ROCKSTAR LOGOS

There are 12 Rockstar logos to find in each city. Collect them to unlock extra features.

Logos	Unlocks
12	Flags Vinyl
24	New Licence Plates
36	New Riders

CHEATS

Go to Options at the main menu and go to the Password screen to enter the codes.

+\$1 to Career money kubmir

-\$1 from Career money rimbuk

Agro dfens

Bunny ears getthead

Chrome body haveyouseenthisboy

Flaming head trythisathome

Increase car mass hyperagro

No damage ontheroad

Pumpkin head gettheadk

Roar Rjnr

Smiley head gettheadj

Snowman head gettheadm

Unlock all cities roadtripk

Unlock almost everything urbansprawl

Zone allin

MIDNIGHT CLUB 3: STREET RACING

DUNE BUGGY

Insert a memory card with a save position from Smuggler's Run to use the Dune Buggy from that game.

MIDNIGHT CLUB 2

CHEAT CODES

Enter these in the Cheat Code menu, found in Options.

In air controls **carcrobatics**

Infinite nitrous **greenLantern**

Machine guns and rockets **savehikids**

No damage **gladiator**

Unlock all vehicles **theCollector**

Unlock all locations in arcade **Globetrotter**

Unlock all vehicles and locations in arcade **pennyThug**

Unlock everything in arcade **rimbuk**

Enter one these codes to adjust the difficulty, 0 being the easiest and 9 being the hardest:

howhardcanitbe0

howhardcanitbe1

howhardcanitbe2

howhardcanitbe3

howhardcanitbe4

howhardcanitbe5

howhardcanitbe6

howhardcanitbe7

howhardcanitbe8

howhardcanitbe9

UNLOCKABLES

LAPD cop car

Win all LA arcade circuit tracks

Paris cop car

Win all Paris arcade circuit tracks

Tokyo cop car

Win all Tokyo arcade circuit tracks

SLF450X

Complete game 100%

MIKE TYSON HEAVYWEIGHT BOXING

CHEAT CODES

Enter these cheats on the title screen.

Unlock All:

0, 0, 0, 0

Big Heads:

0, 0, 0, 0

Mini Heads:

0, 0, 0, 0

2D Mode:

0, 0, 0, 0

More Textures:

0, 0, 0, 0, 0, 0

Unlock Credits:

0, 0, 0, 0

MINORITY REPORT

CHEAT CODES

Level Skip **QUITER**

All Level Warp **PASSKEY**

Invincibility **LRGARM**

All weapons **STRAPPED**

Infinite Ammo **MRJUAREZ**

Super Damage **SPINACH**

Extra health **BUTTERUP**

Unlock All combos **NINJA**

Unlock Pain Arenas **MAXIMUMHURT**

Unlock Concept Art **SKETCHPAD**

Unlock All Movies **DIRECTOR**

Armor **STEELUP**

Baseball Bat **SLUGGER**

Rag Doll **CLUMSY**

Slomo Button **SLIZOMIZO**

Bouncy Men **BOUNZMEN**

Wreck the Joint **CLUTZ**

Dramatic Finish **STYLIN**

Ending **WIMP**

Do Not Select **DONOTSEL**

Free Aim **FPSSTYLE**

Clown Hero **SCARYCLOWN**

Convict Hero **JAILBREAK**

GI John Hero **GNRLINFANTRY**

Lizard Hero **HISSES**

Nikki Hero **BIGLIPS**

Nara Hero **WEIGHTGAIN**

Moseley Hero **HAIRLOSS**

Robot Hero **MRROBOTO**

Super John Hero **SUPERJOHN**

Zombie Hero **IAMSODEAD**

MI: OPERATION SURMA

UNLOCK ALL LEVELS

Enter profiles and highlight Jasmine Curry. Now enter the following code to open every stage: 0+0+0+0.

MORTAL KOMBAT: DEADLY ALLIANCE

FATALITIES

Shang Tsung

Soul Consume ↑ ↓ ↑ ↓ ↓

Bo' Rai Cho

Belly Flop ← ← ← ↓ ↓

Quan Chi

Neck Stretcher: ← ← → → →

Li Mei

Super Crush Kick → → ↓ ↓ ↓

Scorpion

Spear Head ← ← ↓ ↓ ↓

Sonya Blade

Kiss of Death ← → → ↓ ↓

Kenshi

Telekinetic Crush → → → ↓ ↓

Mavado

Kick Thrust ← ← ↑ ↑ ↑

Johnny Cage

Brain Ripper ← → → ↓ ↓

SubZero

Skeleton Rip ← → → ↓ ↓

Kano

Open Heart Surgery → ↑ ↑ ↑ ↓

Kung Lao

Spitting Headache ↓ ↑ ← ← ←

Nitara

Blood Thirst ↑ ↑ → → →

Drahmin

Iron Bash ← → → ↓ ↓

Hsu Hao

Laser Slicer → ← ↓ ↓ ↓

Frost

Freeze Shatter → ← ↑ ↓ ↓

Jax Briggs

Head Stomp ↓ ↓ → → ↓

Kitana

Kiss of Doom ↓ ↑ → → →

Raiden

Electroducton ← → → → →

Reptile

Acidic Shower ↑ ↑ ↑ ↑ ↓

Cyrax

Claw Smasher → → → ↑ ↑

SECRET CHARACTERS

Once unlocked, these characters will become playable in all of the game modes.

Koffin Character Kost

CN Cyrax 3,003 Plat

IV Frost 208 Ruby

KI Kitana 2,931 Saph

LL Reptile 3,822 Gold

MW Hsu Hao 3,317 Jade

UR Drahmin 6,500 Saph

SA Jax Briggs 3,780 Ruby

TI Nitara 4,200 Gold

XG Raiden 3,116 Jade

CHARACTERS

Koffin Character Kost

AC Li Mei 424 Plat

AG Shang Tsung 463 Gold

DG Sonya Blade 57 Jade

ER Bo' Rai Cho 527 Plat

KF Mavado 128 Jade

MA Johnny Cage 471 Ruby

QK Kenshi 244 Ruby

PN Blaze 684 Onyx

SN Quan Chi 175 Gold

SZ Kung Lao 322 Saph

UX Scorpion 509 Onyx

WN Sub-Zero 143 Saph

WZ Kano 145 Onyx

YP Mokap 511 Gold

SECRET ARENAS

Once unlocked these arenas will become available to choose from in two-player Vs matches

Koffin Arena Kost

DS Netherhip 1472 Ruby

HP House of Pekara 2093 Onyx

II Lava Shrine 1843 Gold

KR Palace Grounds 4222 Saph

PIV Sama Ruins 2006 Saph

WT Dragonfly 1400 Jade

ZD Moloch's Lair 98 Ruby

ARENAS

Koffin Arena Kost

AL Shang Tsung's Palace 287 Ruby

CK Wu Shi Academy 556 Jade

DM Acid Bath 428 Onyx

EA The Lost Tomb 258 Saph

EV Drum Arena 356 Ruby

JA Kuantan Palace 105 Gold

MN Portal 176 Onyx

MR Lung Hai Temple 412 Ruby

QC Lin Kuei Temple 216 Plat

QZ Quan Chi's Fortress 501 Jade

EASY KOINS

You will need two controllers inserted to make this work. Select Versus mode and load a profile for each fighter.

Each fighter must have a few of each Koin. Do a Wager, then when the match is over, have one player press

0. Press 0 and you will hear the sound, then press 0 to bet some

Koins (keep pressing 0 until you don't hear the sound anymore to be the maximum). Press 0 again and play

the match. The winner of this match will get the Koins, but the loser will not lose any. Keep going, playing more

matches to make each player gain more Koins. Each match will be worth

more as you can wager more Koins. Use the following combinations to bet

different types of Koins: Keep 0 held down at the end until the noise stops,

then you will have bet as much as possible.

Onyx → ↑

Jade → x2, ↑

Ruby → x3, ↑

Gold → x4, ↑

Platinum → x5, ↑

Sapphire → x6, ↑

MORTAL KOMBAT: DECEPTION

STAGE SELECT

When choosing your fighter, hold down the 0 button to be able to select the stage you will fight on. Note this does

not work in Arcade or Chess modes.

MORTAL KOMBAT: SHAOLIN MONKS

UNLOCK MORTAL KOMBAT II

Complete all five Smoke Missions to unlock Mortal

Kombat II in Arcade mode.

UNLOCK CHARACTERS (STORY)

Complete the game to unlock Scorpion or Sub-Zero in Story

mode...

Play With Unlock

Liu Kang Scorpion

Kung Lao Sub-Zero

UNLOCK CHARACTERS (VERSUS)

Collect the yin-yang Koins for to unlock these characters in

Versus mode...

Baraka

In the Soul Tomb, go to the red

symbol room from the main hall

and you'll end up in a spiked

coffin room. Go to the north

upper area with cobwebs and

enter the room with the hanging

skeletons. Wall-climb the skulls,

go down the right-hand path

and smash the evil statue. Then

double-jump the gaps to get

Baraka's Koin (next to the guard

rail at the upper exit).

Johnny Cage

In the Wu-Shi Academy, right

after the first 'Test Your Might'

event, you can find Cage's Koin

My NASCAR and Edit Driver. Then enter the following case-sensitive codes as your first and last names.

Walmart Money
10 million dollars
Super Star
Max fan level
MeMyself AndI
Max prestige
All ForOne
Max team prestige
Gimme Gimme
Unlock all
Walmart Exclusive
Walmart driver & track (in Nextel Cup Series)
The Intimidator
Dale Earnhardt Sr (#3 Nextel Cup)
Race The Truck
UPS truck (#88 Nextel Cup, press →)
KeepCool SmellGreat
Other Old Spice vehicles (#133)

NBA 2K6

CHEAT CODES
Select Features then Codes to enter these case-sensitive passwords...
2KSports Team: 2ksports
2K6 Team: nba2k6
Celebrity Street Option: ballers
2005-06 Pacers Uniform: 31andonly
Nike Zoom Kobe 1 Shoes: kobe

NBA BALLERS

CHEAT CODES
Must be entered on the loading screen before a game, with the three basketballs. The numbers represent how many times to press the @, @ and @ in that order to change the symbols. Once the symbols are changed press the D-pad in any direction to confirm.

431 2x Juice Replenish
725 Alley-Oop Ability
123 Alternate Gear
423 Baby Ballers
122 Back-in Ability
317 Better Free Throws
134 Big Head Mode
512 Expanded Move Set
722 Fire Ability
332 Great Handles
367 Half House
627 Hotspot Ability
433 Kid Ballers
756 Legal Goal Tending
354 Paper Ballers
536 Pass 2 Friend Ability
327 Perfect Free Throws
313 Put Back Ability
425 Pygmy
300 Random Moves
012 Show Shot Percentage
213 Speedy Players
374 Stunt Ability
235 Super Back-ins
124 Super Block
315 Super Push
215 Super Steals
011 Tournament Mode
763 Unlimited Juice
443 Young Ballers

NBA HOOPZ

CHEATS
Input these codes at the Vs screen just before the match starts. (* = teams must agree)
Infinite Turbo:
@ x3, @, @ x2, ↑
No Goal Tending:
@ x4, @ x4, @ x4, ←
Tiny Heads:
@ x3, @ x3, ←
No Fouls*:
@ x2, @ x2, @ x2, →
Tiny Players:
@ x5, @ x4, @ x3, ←
Granny Shots:
@, @ x2, @, ←
Beach Court:
@ x2, @ x3, ←
Street Court:
@ x3, @ x2, ←
No Hotspots*:
@ x3, @, ↑
Show Shot %:
@, @, ↓

Show Hotspot:

@, @ ↓
Big Heads:
@ x3, →
ABA Ball:
@, @, @, →
Midway Uniform:
@ x4, →
Home Uniform:
@, @ x4, →
Away Uniform:
@ x2, @ x4, →
Alternate Uniform:
@ x3, @ x4, →

NBA LIVE 2003

UNLOCK RAP STAR PLAYERS
To enter the codes, go to Roster mode and create player, then select Bio. Type in the code in the last name field to unlock these superstars in the free agent pool

Unlock Busta Rhymes
FLIPMODE
Unlock Hot Karl
CALIFORNIA
Unlock Just Blaze
GOODBEATS
Unlock Fabolous
GHETTOFAB
Unlock B. Rich
DOLLABILLS
Unlock DJ Clue
MIXTAPES

NBA LIVE 2005

CHEATS
Go to My NBA Live then to the Lounge to enter these codes.

50,000 Dynasty points
YISS55CZ0E
All Hardwood Classics jerseys
PRV1234NOB
All shoes
FHM234NOB
All team gear
1NVD89ER2
Atlanta Hawks 2004-05 alternate
HDB134NN9N
Boston Celtics 2004-05 alternate
XC43MGMDS
Dallas Mavericks 2004-05 alternate
AAPSEUD09U
Golden State Warriors 2004-05 alternate
NAVNY29548
New Orleans Hornets 2004-05 alternate
JRE7H4D9OF
Nike Air huarache 2K4
VNB6A023OT
Nike Air unlimited
XVLD9895V
Nike Air zoom generation
234SDJF9W4
Nike Air zoom LeBron II
1KENZO23XZ
Nike BG rollout
0984ADF90P
Nike Shox Elite
2388HDFCBJ
Seattle Supersonics 2004-05 alternate
BHD87Y27Q

NBA STREET

CHEAT CODES
Enter them at the Vs screen (with 'Enter Cheats' at the top). The numbers in the codes indicate the number of times to press @, @, @ and @ to change the icons at the bottom of the screen. For example, to enter 4-1-2-1, press @ x4, @, @ x2, @. Then press any direction on the D-pad to activate the code and see the cheat name appear.

Big heads
4-1-2-1
Tiny heads
4-2-0-2
Tiny players
4-0-4-0
Springtime Joe 'The Show'
1-1-0-1
Summertime Joe 'The Show'
1-0-0-1
Athletic Joe 'The Show'
1-2-0-1
ABA ball
@ x2, @ x3, ←
Beach ball
0-1-1-2
EA Big ball
0-1-4-0
Medicine ball
0-1-1-3

NuFX ball

0-1-3-0
Soccer ball
0-2-1-0
Volleyball
0-1-1-4
WNBA ball
0-1-2-0
Authentic uniforms
0-0-1-1
Casual uniforms
1-1-0-0
ABA socks
4-4-4-4
Explosive rims
1-2-4-0
Unlimited turbo
2-0-3-0
No juice (turbo)
1-4-4-3
Mega dunking
3-0-1-0
No dunks
3-0-1-2
Easy distance shots
2-1-3-0
Harder distance shots
2-2-3-0
Ultimate power
3-1-1-0
Captain quicks
3-0-2-1
Mad handles (handling)
3-2-1-0
Super swats (blocking)
3-3-1-0
Sticky fingers (stealing)
3-4-1-0
More gamebreakers
1-4-3-2
Less gamebreakers
1-3-4-2
No gamebreakers
1-4-4-2
Less blocks
3-1-2-3
Less steals
3-1-4-0
No alley-oops
3-4-1-2
No 2-pointers
3-3-0-3
Player names
0-1-2-3
No player indicators
4-0-0-4
No shot indicator
4-3-2-4
No shot clock
4-4-0-3
No auto replays
1-2-1-1
No HUD display
1-4-1-2
No cheats
1-1-1-1
NBA SUPERSTARS
Play the City Challenge and defeat an NBA team to unlock a player from their roster.
BIGGS & BEACON HILL COURT
Play the City Circuit and reach the Region 1 City Challenge. Defeat Biggs's team to unlock him and the Beacon Hill court.
BONAFIDE & BROAD STREET COURT
Play the City Circuit and reach the Region 2 City Challenge. Defeat Bonafide's team to unlock him and the Broad Street court.
DRAKE & THE YARD COURT
Play the City Circuit and reach the Region 3 City Challenge. Defeat Drake's team to unlock him and The Yard court.
DJ & VENICE BEACH COURT
Play the City Circuit and reach the Region 4 City Challenge. Defeat DJ's team to unlock him and the Venice Beach court.
TAKASHI & YAKATOMI PLAZA COURT
Play the City Circuit and reach the Region 5 City Challenge. Defeat Takashi's team to unlock him and the Yakatomi Plaza court.
STRETCH & RUCKER PARK COURT
Play the City Circuit and reach the Region 2 City Challenge. Defeat Stretch's team to unlock him and the Rucker Park court.
BIG (SSX SNOWBOARDERS) TEAM
Get 10 wins in any mode.
31W TEAM
Get 20 wins in any mode.

NYC LEGENDS TEAM

Get 30 wins in any mode.
STREET LEGENDS TEAM
Win the City Circuit tournament.
DREAM TEAM
Win Hold The Court mode. The team includes Graylien Alien, Magma Man and Yeti Snowman!
USER RECORD CODES
Select Hold The Court mode, either enter a User ID or not; then, when the user record is displayed (or none), enter a code to unlock a secret team.
Note: You'll need to re-enter the codes every time you play.
Big (SSX) Team:
Hold @ and press ↑, ↓ x2, ←, →
31W Team:
Hold @ and press ← x2, →, ↓, →
NYC Legends Team:
Hold @ and press ↓ x3, ←, →
Street Legends Team:
Hold @ and press →, ←, ↑, ↓, →
Team Dream:
Hold @ and press ↑ x2, → x2, @

NBA STREET VOL 2

CHEAT CODES
Enter these codes on the player entry, when the message appears at the bottom. A small beep will be heard if entered correctly.
Big heads
Hold @ and press @, @, @, @
Constant turbo
Hold @ + @ and press @, @, @, @
WNBA ball
Hold @ and press @, @, @, @
All NBA legends
Hold @ and press @, @, @, @
Explosive rims
Hold @ and press @, @, @, @
All jerseys
Hold @ and press @, @, @, @
Easy shots
Hold @ and press @, @, @, @
All street legends
Hold @ and press @, @, @, @
All courts
Hold @ + @ and press @, @, @, @
UNLOCKABLES
Unlock Bob Cousy jersey
Complete Street School
Unlock Nate Archibald jersey
Complete Street School without errors
Unlock Jerry West jersey
Win game without being blocked
Unlock Clyde Drexler jersey
Reach Reputation Level (Legend mode)
Unlock Stretch
Win the Soul In The Hole tournament
Unlock Pete Maravich jersey
Win Soul In The Hole street challenge
Unlock Little Biggie
Win Foster Beach tournament
Unlock Wilt Chamberlain's Jersey
Win Foster Beach tournament
Unlock Whitewater
Win Greenlake tournament
Unlock Dime
Win Lincoln Court tournament
Unlock NBA Stars
Win Lincoln Court street challenge
Unlock Osmosis
Win Mosswood tournament
Unlock Bonafide
Win Rucker Park tournament
Unlock Darryl Dawkins' Jersey
Win Broad Street challenge
Unlock Chocolate Thunder
Win Broad Street challenge
Unlock James Worthy's Jersey
Beat the Northeast region without losing
Unlock Bill Russell's Jersey
Beat the Northwest region without losing
Unlock Walt Frazier's Jersey
Beat the Central region without losing
Unlock Oscar Robertson's Jersey
Beat Southwest region without losing
Unlock Moses Malone's Jersey
Max out your created player
Unlock Connie Hawkins' Jersey
Get more than 20 blocks in a game
Unlock Bill Walton's jersey
Score over a million trick points in a game
Unlock '85 Jordan
Complete everything
Unlock Bobbito
Win 10 Games in Pick Up mode
Unlock Just Blaze
Win 15 Games in Pick Up mode

Unlock Nelly and the St Lunatics
Win 20 Games in Pick Up mode

NEED FOR SPEED: HOT PURSUIT 2

CHEAT CODES
Ferrari F50
@, @, @, @, @, →, @, →, @
Ferrari 360 Spider
@, @, @, @, @, @, @, @
Ferrari F550 Barchetta
@, @, @, @, @, →, @, →, @
McClaren F1 LM
@, @, @, @, @, @, @, →
Lamborghini Diablo 6.0
@, @, →, @, @, @, @, @
Porsche Carrera GT
←, →, ←, →, @, @, @, @
Mercedes CLK GTR
@, @, @, @, ←, @, ←, @
BMW Z8
@, @, @, @, @, @, @, @
HSV Coupe GTS
@, @, @, @, @, @, @, @
Ford T550
→, ←, →, ←, @, @, @, @
Aston Martin V12 Vanquish
@, →, @, @, @, @, @, @
Mustang Cobra R
←, @, @, @, @, @, @, @
Corvette Z06
←, @, ←, @, @, @, @, @

NEED FOR SPEED UNDERGROUND

CHEAT CODES
Enter these codes at the main menu to unlock all the tracks.
All circuit tracks
↓, @ x3, @ x3, @
All sprint tracks
↑, @ x3, @, ↓ x3
All drag tracks
→, @, ←, @, @, @, @, @
All drift tracks
← x4, →, @, @, @
Drift physics for all modes
@, ↑ x3, ↓ x3, @

NEED FOR SPEED UNDERGROUND 2

CHEAT CODES
Enter these at title screen, you should hear a noise if you input them correctly.
\$200 in Career
↑ x3, ←, @ x3, ↓
Bonus cash & car
\$1000 at start of career (and RX-8 and Skyline in Quick Race)
← x2, →, @ x2, →, @, @
Unlock Burger King vinyl
↑ x4, ↓, @ x2, ←
Unlock Hummer H2 in Quick Race
←, @, ↑ x2, @, ↓, ↓, ↓
Unlock performance upgrades Level 1
@, @, @, @, @, x2, →, ↑
Unlock performance upgrades Level 2
@ x2, @, @, @, @, @, @, ↓
Unlock visual upgrades Level 1
@ x2, @, @, @, @, @, @, ↓
Unlock visual upgrades Level 2
@, @, @, @, @, @, @, @, @ x2, ↓

NFL QUARTERBACK CLUB 2002

UNLOCK STEVE YOUNG
Throw more than 5,100 yards with a single quarterback, in a single season.
UNLOCK TROY AIKMAN
Beat seven opponents in the Quarterback Challenge.
UNLOCK DAN MARINO
Throw 50 or more touchdowns with a single quarterback, in a single season.
UNLOCK BOOMER ESIASON
Throw 15 passes to the same person in the same game.
UNLOCK BERNIE KOZAR
Score five passing touchdowns with the same quarterback in the same game.
UNLOCK JIM EVERETT
Break a record in the Quarterback Challenge
UNLOCK JOHN ELWAY
Have one of your players rush for 2,000 yards or more in a single season.
UNLOCK JIM KELLY
Attempt at least 20 passes in a game and finish with a QB rating of 105.
UNLOCK PHIL SIMS
Rack up 500 passing yards in a single game.

NFL STREET

EXTRA TEAMS
Enter these codes as a user ID name then select that user ID when playing to be able to use the corresponding team.

User ID	Unlocks
Travel	Unlock all stadiums
Classic	Unlocks NFL Legends team
Excellent	Unlock X-ecutioners team
Kay Slay	Unlock Kayslay team
AW9378	Unlock all 8 NFC and AFC All-star teams

NFL STREET 2

CHEAT CODES
Go to Options then to Cheat and Codes and enter these case-sensitive codes. Once entered you can enable and disable the cheats from this menu.

AFC West All-Stars	WAEFSC
AFC East All-Stars	EAAFSCT
AFC North All-Stars	NAOFRCTH
AFC South All-Stars	SAOFUCTH
EA Field	EAField
Max Catching Stats (all)	
MagnetHands	
NFC West All-Stars	ENASFSCT
NFC East All-Stars	NNOFRCTH
NFC North All-Stars	NNAS66784
NFC South All-Stars	SNOFUCTH
No Chains mode (only in Quick Game mode)	NoChains
No Fumble mode (only in Quick Game mode)	GlueHands
Other Team Fumbles A Lot	
	GreasedPig

Team Reebok Reebok
Team Xzibit TeamXzibit
Unlimited Turbo NozBoost

NHL 2001

SUPER FORWARD
Create a player and name him Peter Forsberg or Jaromir Jagr.
SUPER DEFENSEMAN
Create a player and name him Sandis Ozolinsh or Chris Pronger.
SUPER GOALIE
Create a player and name him Patrick Roy, Dominik Hasek or Ed Belfour.
THE DUDE PLAYER
Create a player and name him Bruce Willis as his name. The commentators refer to him as 'The Dude'.
THE HAMMER PLAYER
Create a player and enter Hammer as his first name. The commentators refer to him as 'The Hammer'.
JERSEY NUMBER 99
Create a player and name him Wayne Gretzky. Save the player without editing his attributes. Then, select Edit Player to change his name and adjust his attributes. His jersey number will say 99, but in the season and on your roster it'll be 99.

NHL 2002
BARENAKED LADIES
Enter the Player Creation screen and use the following names for a special Barenaked Ladies (the band) team...
Steven Page
Ed Robertson
Kevin Hearn
Jim Creegan
Tyler Stewart

NHL HITZ 20-02

CHEAT CODES
On the Team Matchup screen, press the @, @, and @ the number of times indicated in the code, then the direction on the D-pad. For example, to enter 1-2-3 ←, press @, @ x2, @ x3, ←. Note: More than one code may be activated per game.
Infinite Turbo
4-1-3 →
Turbo Boost
0-0-2 ↑
Big Hits
2-3-4 ↓
Late Hits
3-2-1 ↓
Hitz Time
1-0-4 →
No Crowd
2-1-0 →
Pinball Boards
4-2-3 →
Show Shot Speed
1-0-1 ↑

☐ A, ☒ X x2, ☐ A, ☐ B, ☐ C x2, ☐ B, ☒ X, ☐ B, ☐ C, ☐ A

31 October: Bart as Frankenstein.
1 January: Krusty in a tuxedo.
22 December: Apu as Father Christmas.
25 November 2001: Marge as a pilgrim.

OPTIONS CODES

Go to the Options screen and hold **Ⓢ** + **Ⓢ** while entering the following codes.
Note: To clear the cheats, return to the game's title screen (not main menu).

Brick Car: **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
Burns Limo: **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
Nuclear Bus Cheat: **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
Time Trial Cheat: **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
Night Mode: **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
Horizontal Split Screen: **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
Slow Motion: **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
Barf Cam: **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
Show Physics: **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
No Map: **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
Thanksgiving: **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
Halloween: **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
Christmas: **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
New Year: **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**

2D Passengers & Pedestrians: **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
Pilgrim Marge: **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
Apu As Santa Claus: **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**

SIMPSON'S SKATEBOARDING

CHEAT CODES

Hold down **Ⓢ** + **Ⓢ** + **Ⓢ** + **Ⓢ** on the character select screen, then input the following codes

All Skaters **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
All Boards **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
Level Select **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
Alt Costume Homer **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
Big Head Homer **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
Alt Costume Bart **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
Big Head Bart **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
Alt Costume Lisa **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
Big Head Lisa **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
Alt Costume Marg **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
Alt Costume Nelson **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
Big Head Nelson **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
Alt Costume Otto **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
Alt Costume Frink **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
Big Head Frink **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
Alt Costume Krusty **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
Alt Costume Wiggum **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
Big Head Wiggum **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**

THE SIMS

CHEAT CODES

Press **Ⓢ** + **Ⓢ** + **Ⓢ** + **Ⓢ** simultaneously on the main menu to bring up the cheat menu.

MIDAS Unlock all objects, skins and two-player games.

FREEALL Lets you buy all objects free of charge.

PARTY M Unlocks the Party Motel two-player game (you must actually start a game to open the Bonus menu on the main menu).

SIMS Unlocks Play The Sims mode.

FISH EYES First-person view. Press **Ⓢ** to change the walls and reach the view when playing.

SIMS BUSTIN OUT

CHEATS

During game play stand next to the mail box and press **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ** to make a gnome appear. Now enter the following codes and highlight the gnome to get the options. You need to be quick!

Fill Motives Meter **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
All Locations **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
All Objects **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
All Social Options **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
All Social Options **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**

CASH ADVANTAGE

When playing contribute to the house by purchasing an expensive item, then immediately leave to get a full cash refund. You can now move back in and use the item as you wish. Be careful not to owe money when you leave or this will cost you.

SKY ODYSSEY

AUTO GYRO

Complete all levels in Sky Canvas mode with more than 90 points.

CORSAIR

Get enough acrobatic points in Adventure mode to have ten of your mission grades marked with circles.

GOLD U.F.O.

Complete all levels in Target mode with a gold rank.

ME-262

Complete Adventure mode to unlock it.

SILVER U.F.O.

Complete all levels in Adventure mode with an A rank.

STEALTH FIGHTER

Complete all levels in Adventure mode with an A rank.

PONTOONS

Complete the Stormy Seas level in Adventure mode by landing on an aircraft carrier. The pontoons let your plane land on the water.

CUSTOM PARTS

Complete all levels in Adventure mode with at least a B rank.

SWORDFISH THIRD WING

Land at the Mid-Air Rendezvous alternate landing strip in Adventure mode (unlock Special Radar in target mode to make it easier to find). You'll get a wing for the Swordfish to convert it into a triplane.

UNLOCK EXTRAS

Complete Target mode stages with enough points to earn medals which can be used to buy these Hangar items.

Radio

4 gold medals

Music Tracks (12)

1 silver medal per track

Special Radar

2 gold medals

Extra Emblems

2 silver medals

Unlimited Boost (For Jets)

2 gold medals

SHINDEN PLANE

To unlock this, you have to collect the four parts. These are found on alternate landing strips in the following missions.

Right Wing

1. The Adventure Begins

Left Wing

13. The Labyrinth

Fuselage

6. The Towers Of Terror

Jet Engine:

7. The Great Divide

SLED STORM

CHEAT CODES

At the 'Press Start' screen, hold **Ⓢ** + **Ⓢ** to enter the following codes.

Cheat Mode: **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
All Tracks: **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
All Characters: **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
All Sleds: **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**
Hover Sled: **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**

RIVAL CHALLENGE MODE

Complete the game in Championship mode with any character.

BLACK DIAMOND TRACK

Win Championship mode with any character.

SLY 2: BAND OF THIEVES

CHEAT CODES

Pause the game and enter the cheats then check the Gadget Grid to see them unlocked.

Time rush gadget

Ⓢ, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**

TOM gadget

Ⓢ, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**

SMASH COURT TENNIS PRO TOURNAMENT 2

UNLOCKABLE PLAYERS

Cassandra

Finish Arcade mode with a female player in Pro difficulty setting.

Ling Xiaoyu

Finish Arcade mode with a female player in Challenger difficulty.

Raphael

Finish Arcade mode with a male player in Pro difficulty setting.

Heihachi

Finish Arcade mode with a male player in Challenger difficulty setting.

SMUGGLER'S RUN

CHEAT CODES

Pause game to enter any of these codes. If entered correctly, you'll hear a sound.

Invisibility: **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**

Lighter Cars: **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**

No Gravity: **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**

Increase Time Warp: **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**

→ x3

Decrease Time Warp: **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**

← x3

MIDNIGHT CLUB VEHICLES

Insert a memory card with a saved game from *Midnight Club: Street Racing* to use cars from that game.

SMUGGLERS RUN 2

CHEAT CODES

Pause the game to enter any of these codes. If entered correctly, you'll hear a sound.

Invisibility

Ⓢ, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**

Lighter Cars

Ⓢ, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**

No Gravity

Ⓢ, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**

Increase Time Warp

Ⓢ, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**

Decrease Time Warp

Ⓢ, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**, **Ⓢ**

Note: Enter either of the last two codes repeatedly to further speed up or slow down the action.

SONIC GEMS COLLECTION

UNLOCK GAMES

Note: Ensure that you save after each session to ensure the total number of hours are logged.

Vectorman

Play the collection for a total of 5 hours. Or have a *Sonic Heroes* or *Sonic Mega Collection* save file on your memory card.

Vectorman 2

Play the collection for a total of 7 hours and play *Vectorman* once.

SONIC CD

CHEAT CODES

Enter these codes at the title screen.

High Scores **→ x2**, **↑ x2**, **↓**, **Ⓢ**

Sound Test **↓ x3**, **←**, **→**, **Ⓢ**

Stage Select **↑**, **↓ x2**, **←**, **→**, **Ⓢ**

SOUND TEST EFFECTS

Enter these codes in the Sound Test mode.

PM 12 DA 11

Picture of Tails by a green car – start the game and you'll be in debug mode.

PM 07 DA 07

Secret special stage.

PM 11 DA 09

Cute Sonic picture.

PM 04 DA 21

Superhero Sonic picture.

PM 12 DA 25

Message with humanoid Sonic in background.

PM 03 DA 01

Artwork of Sonic, Metal Sonic and Robotnik Dling.

UNLOCKABLES

Get low times in Time Attack mode to unlock new modes.

Note: Visual Mode and Play Music both appear on the main menu. Time Attack In Special Stages appears in Time Attack mode (press **Ⓢ**).

Play Music

37' 27" 57

Time Attack In Special Stages

30' 21" 05

Visual Mode

25' 46" 12

SONIC R

UNLOCK COURSE

Finish the four main courses in 1st place to unlock the Radiant Emerald course.

UNLOCK CHARACTERS

Dr Eggman

Finish 1st in all courses, including Radiant Emerald.

Egg Robo

Get all five tokens in Regal Ruins, finish at least 3rd and beat Egg Robo.

Metal Knuckles

Get all five tokens in Reactive Factory, finish at least 3rd and beat Metal Knuckles.

Metal Sonic

Get all five tokens in Resort Island, finish at least 3rd and beat Metal Sonic.

Super Sonic

Get all seven Chaos Emeralds. Highlight Sonic and press **Ⓢ**.

Tails Doll

Get all five tokens in Radical City, finish at least 3rd and beat Tails Doll.

SONIC SPINBALL

CHEAT CODES

Select Sound FX from the Options menu, then enter these codes (the screen will shake).

Fast Music

00, 04, 02, 05, 05, 07

Moveable Sonic

00, 09, 00, 01, 06, 08

Note: During gameplay, pause and press **Ⓢ** or **Ⓢ** and move Sonic wherever you want, then press **Ⓢ** to reactivate.

SONIC: THE FIGHTERS

FIGHT AS SUPER SONIC

Select Sonic as your character in single-player mode and fight your way through the eight battles without losing a single round. Defeat Metal Sonic in stage 9 in round 1. In round 2, activate Hyper mode (Back + Punch + Kick) and Sonic will transform into Super Sonic, making him invulnerable for the rest of the game.

SONIC THE HEDGEHOG TRIPLE TROUBLE

LEVEL SELECT

Hold **Ⓢ** as the game loads. At the exact moment that Knuckles touches the third emerald in the intro movie, release **Ⓢ** and press **Ⓢ**. You'll hear a chime if done correctly. When you start a game and select your character, the Zone Select screen will appear. Press **Ⓢ** to select your desired level.

SOUND TEST & TIME ATTACK

At the title screen, Press **Ⓢ** or **Ⓢ** to access Sound Test and Time Attack.

TAILS ADVENTURES

PASSWORDS

Select Continue and enter one of the following passwords.

All Items & Level Select

ADE7 AA2A 51A6 6D12

All Items, Only Stage 1 Complete

100

Method 3

• Beat Story mode with every character.
When you unlock Devil Jin, the Cathedral, Final Stage and Final Stage 2 arenas also become available and you get 1,000,000 G to spend.

EDDIE GORDO

Eddie is available as a costume you can buy for Christie Monteiro in Customisation Mode for 500,000 G. He even has his own ending movie if you complete Story mode with him.

THEATRE

Complete Story mode once to unlock the Theatre, where you can view all the ending movies of characters you finish the game with.

BOSS MOVIE

Reach the final boss fight with Jinpachi in Story mode then lose on purpose and don't continue. You will see Jinpachi's ending movie and it will be unlocked in the Theatre.

TEKKEN TAG TOURNAMENT BONUS CHARACTERS

A hidden fighter is unlocked each time Arcade mode is completed, in this order: Kunimitsu, Bruce Irvin, Jack-2, Lee Chaolan, Wang Jinrey, Roger & Alex, Kuma & Panda, Kazuya Mishima, Ogre, True Ogre, Prototype Jack, Mokujin & Tetsujin, Devil & Angel, and Unknown.

PLAY AS TIGER

At the character selection screen, highlight Eddy and press **ENTER**.

PLAY AS ANGEL

At the character selection screen, highlight Devil and press **ENTER**.

PLAY AS GOLD TETSUJIN

Win ten matches in Vs mode.

PLAY AS HEIHACHI

Successfully complete Arcade mode, without losing, in less than 5:30.

PLAY AS DEVIL JIN

Jin and Heihachi must be partners. While playing as Jin, press **←, →, ○, X2**.

ARMOUR KING'S ALTERNATE COSTUME

Complete Arcade mode with Armour King. Then, at the character selection screen, highlight Armour King and press **ENTER**.

LING FMV SEQUENCES

Complete Arcade mode with Ling, then complete it again in her school costume to view two different FMV sequences.

START MATCH WITH SECOND CHARACTER SELECTED

Hold Tag and press **ENTER**.

GALLERY MODE

Unlock Devil to access Gallery mode, where you can view pictures of the characters etc.

TEKKEN BOWL MODE

Unlock Ogre to access Tekken Bowl mode – a ten-pin bowling game!

JUKEBOX (TEKKEN BOWL)

Get 200 points in Tekken Bowl mode.

THEATRE MODE

Complete game once to unlock Theatre mode and view movies unlocked so far.

TENCHU: WRATH OF HEAVEN

CHEAT CODES

Take note of where the cheat must be entered. If they are input in the wrong place they won't work. Also, some codes require a second controller to be plugged into your PS2.

Restore health

↑, ↓, →, ←, ○ X3 (Pause)

Special abilities

Hold **○ + ○** and press **↑ X2**. Release **○ + ○** and press **○ X2, ○** (Pause)

Unlock all characters

○, ○, ○, ○, →, ←, L3, R3 (Start screen)

Unlock demo level

↑, ↓, →, ←, ○ X3 (Start screen)

Unlock bonus mission

○, ↑, ○, ↓, ○, →, ○, ← (Start screen)

Unlock all missions

○, ○, ○, ○, →, ←, L3, R3 (Mission select screen)

Unlock all layouts

R3, L3, ○, ○, ○, ○ (Mission select screen)

Multiplayer missions

○, ○, ○, ○, →, ←, L3, R3 (Mission select screen)

Unlock all items

Hold **○ + ○** and press **↑, ○ X2, ←,**

○ X2, ↓, ○ X2, →, ○ X2

(Item select screen)

Increase items

Hold **○ + ○** and press **○ X3, ↑, ←, ↓, →** (Item select screen)

Unlimited items

○ + ○ + ○ + ○ and press **○ X3, ↑, ←, ↓, →, ↑, ○, ↓, ←** (Item select screen)

Increase score

hold **○ + ○** and press **→ X2, ← X2**

(Pause)(Controller 2)

Display score and time

→ X2, ← X2 (Pause)(Controller 2)

TERMINATOR 3: RISE OF THE MACHINES

CHEAT CODES

Enter these codes at the Cheat entry screen in the options menu.

T-X HP's 50 more in every fight

○, ○, ○, ○, ○, ○, ○, ○

Terminator HP's 50 more in every fight

○, ○, ○, ○, ○, ○, ○, ○

T-X HP's 50 less in every fight

○, ○, ○, ○, ○, ○, ○, ○

All Weapons – Future

○, ○, ○, ○, ○, ○, ○, ○

All Weapons – Present

○, ○, ○, ○, ○, ○, ○, ○

Invincibility

○, ○, ○, ○, ○, ○, ○, ○

Unlimited Ammunition

○, ○, ○, ○, ○, ○, ○, ○

Missile Command

○, ○, ○, ○, ○, ○, ○, ○

Centipede

○, ○, ○, ○, ○, ○, ○, ○

Unlock all in game movies

○, ○, ○, ○, ○, ○, ○, ○

Unlock all stills

○, ○, ○, ○, ○, ○, ○, ○

T3 Development team

○, ○, ○, ○, ○, ○, ○, ○

TERMINATOR 3: THE REDEMPTION

CHEAT CODES

Select 'Credits' at the main menu and enter the codes while they're rolling.

All levels unlocked

Hold **○+○+○**

Invincibility

Hold **○+○+○**

All upgrades

Hold **○+○+○**

TEST DRIVE OVERDRIVE

SUPER CHEAT

Select New Game, then at the main menu press **→ X2, ←, ○, ↑, ○ X2**. A message will appear to confirm entry. All the secrets will be unlocked.

UNLOCKABLES

■ Complete San Francisco to unlock all the San Francisco tracks and the following cars.

Chevrolet Corvette L-88

Jaguar XK-R

Lotus Esprit V8

Lotus Elise

Shelby Cobra 427 SC

Ford Mustang

Reese's Chevrolet Camaro

Dodge Charger Police Car (Cop Chase mode only)

Ford SVT Mustang Cobra R Police Car (Cop Chase mode only)

Dodge Viper GTS Police Car (Cop Chase mode only)

■ Complete Tokyo to unlock all the Tokyo tracks and the following cars.

Nissan Skyline GT-R V-Spec

Dodge Charger

Subaru Impreza 22B

Shelby Series 1

Toyota Supra Police Car (Cop Chase mode only)

Nissan Skyline GT-R V-Spec Police Car (Cop Chase mode only)

Subaru Impreza 22B Police Car (Cop Chase mode only)

Lotus Esprit V8 Police Car (Cop Chase mode only)

Complete London to unlock all the London tracks and the following cars.

Chevrolet Chevelle SS 454

Skeeter's Pontiac GTO

Skeeter's Chevrolet Chevelle

Dodge Viper GTS

Jaguar XK-R Police Car (Cop Chase mode only)

Lotus Esprit V8 Police Car (Cop Chase mode only)

Aston Martin DB7 Vantage Police Car (Cop Chase mode only)

■ Complete Monte Carlo to unlock all the Monte Carlo tracks and the following cars.

Aston Martin DB7 Vantage

Chevrolet Corvette 206

TVR Cerbera Speed 12

Ford SVT Mustang Cobra R

Jaguar XJ220

TVR Cerbera Speed 12 Police Car

(Cop Chase mode only)

Jaguar XJ220 Police Car (Cop Chase mode only)

Chevrolet Corvette 206 Police Car

(Cop Chase mode only)

■ Complete the Finals to unlock all the final tracks and the following cars.

Ford GT Dodge Concept

Viper GTS-R

SPECIAL SECRET CARS

When you've completed the finals, enter the San Francisco drag race again and select the Dodge Viper GTSR Concept. Beat the fastest time and enter your name as SOUNDMAX.

This will unlock the last three cars...

Jaguar XK-R Soundmax

Jaguar XKR Analog Devices

Aston Martin db7 Sound Max

THEME PARK WORLD

SPECIAL AWARDS

Five extra Gold Tickets can be earned by winning special awards...

Aesthetic: At least 8 rides and more than \$3,000 spent on features.

Security: Cameras can see 80% of the whole of the theme park.

Green: Over 5 shops built, a litter bin within one square of each shop.

Upgrade: At least 10 rides (could be the same type), all upgraded once.

Path Economy: After building 10 rides, you've used less than 100 squares of path.

GOLD TICKETS CHEAT

On the map screen or inside a park, press: **↑, ↓, ←, →, ○, →, ←, ↓, ↑, ○**.

Repeat this sequence four times in a row and you'll hear a strange rising noise.

This cheat gives you 255 Gold Tickets.

EVERYTHING FOR FREE CHEAT

To stop cash being withdrawn from your park funds, press: **←, ↓, ○, ○**.

Repeat this sequence eight times in a row and you'll hear a strange rising noise. You can now build anything you like for free.

ALL ITEMS RESEARCHED CHEAT

To instantly research all of the available items, press: **↑, ↓, ↑, ↓, ←, ↑, ↓, ↓, ↓**. Repeat this sequence eight times in a row to hear a strange noise.

You can now build all possible rides, shops, sideshows and features.

THIS IS FOOTBALL 2002

EXTRA TEAMS

America All-Stars: Win the America Cup at World level.

Africa All-Stars: Win Africa Cup at World level.

Asia/Oceania All-Stars: Win the Asia Oceania Cup at World level.

German League All-Stars: Win the German Season at World level.

Ultimate Dream Team: Win the SuperTEAM Championship at World level.

SECRET FEATURES

Leicester Square Pitch: Win the Euro Cup on World level to unlock this bonus pitch on the Stadium Select screen.

Credits Sequence: Win the Timewarp Cup on World level to unlock an option to see the Credits at the main menu.

THIS IS FOOTBALL 2003

CHEAT CODES

Enter these codes on the main menu. A cheer will confirm correct entry.

Farm Sounds

○ X2, ○, ↑, ↓, ↓

Circus Sounds

○ X2, ○, ○ X2, ○

Speed Commentator

○, ○, ○, ○, ○, ○, ○

UNLOCKABLES

European All Stars Team

Win Euro Cup.

World All Stars Team

Win World Cup.

African All Stars Team

Win African Cup.

American All Stars Team

Win American Cup.

Asia/Oceania All Stars Team

Win Asia/Oceania Cup.

S American All Stars Team

Win S America Cup.

THUNDERHAWK: OPERATION PHOENIX

LEVEL SELECT

On the Options screen. Set Vibration to 1, and Sound Effects and Music to 0. Then hold **○ + ○ + ○ + ○ + ○ + ○** to see the 'Spooky Cat' message. Now choose a campaign and press **c** to cycle through its missions.

HARD REWARDS

Complete the game on Hard level to unlock a bonus helicopter and the Maniac difficulty setting. Complete the game on Maniac level to unlock another bonus helicopter, which you can use on any difficulty setting.

TIGER WOODS PGA TOUR 2001

DISTRIBUTE OPPONENT

During a two-player game, press **○, ○, ○, ○** or **○** while opponent is aiming, to make a funny noise. Hold **○** or **○** while pressing buttons for extra noises.

RED SHIRT

Complete all 21 courses in Play Now mode to unlock Tiger Woods's red shirt, which gives real-life ranges for his clubs.

FASTER CPU TURN

When the CPU player hits the ball, hold **○ + ○** to fast-forward through the shot.

TIGER WOODS PGA TOUR 2002

BONUS GOLFERS

Defeat a golfer in a matchplay game in the Tiger Challenge to unlock that person in all game modes.

PRINCEVILLE COURSE

Earn \$50,000 to unlock Princeville.

BLACK ROCK COVE COURSE

Earn \$200,000 to unlock Black Rock Cove.

ROYAL BIRKDALE COURSE

Earn \$400,000 to unlock Royal Birkdale.

TIGER'S DREAM COURSE HOLES

Complete all 17 Tiger Challenge matches to open up this amazing course.

TROPHY BALLS

Aces Wild

Score a hole in one.

Back-to-Back

Shoot two consecutive eagles.

Birdie Streak

Shoot six birdies in a row.

Birdie Buster

Shoot 12 birdies in a row.

Eagle Extravaganza

Shoot four eagles in a row.

Eagle Hunt

Eagle all par 5 holes in the game.

Fairway Challenge

you can switch to the other character's path. This happens every time two orange-suited baddies appear on screen. Shoot the left one first to follow Keith's path; the right one first for Robert's route.

YELLOW GUYS

In certain scenes, yellow terrorists appear briefly. Shoot them to score big bonus points.

AUTOMATIC WEAPONS

Complete the Story mode twice.

UNLIMITED AMMO

Complete the Story mode three times.

WIDE-EFFECT AMMO

To get this improved ammo, complete the Story mode four times.

MIRROR MODE

Complete the Story mode without using any continues at all.

UNLIMITED CREDITS

Just keep losing in Story mode: every time you do so, you'll be given an extra credit. When you lose with nine credits, you'll start with unlimited credits thereafter.

TIMESPLITTERS

STORY MODE SECRETS

1935 Tomb:

Beat On Easy: Cultist character unlocked

Beat On Easy In Under 0:55:

Paintball mode cheat

Beat On Normal:

Unlock Graveyard on Arcade mode

Beat On Normal In Under 2:30:

Priestess character

Beat On Hard: Eyes Mummy character

Beat On Hard In Under 3:20:

Teeth Mummy character

1970 Chinese:

Beat On Easy: Chinese Chef character

Beat On Easy In Under 1:10: Chinese

Waiter character

Beat On Normal:

Unlock Site on Arcade mode

Beat On Normal In Under 2:30:

Sounds cheat

Beat On Hard: Suit Hoodlum character

Beat On Hard In Under 6:05:

Mr Big char

2005 Cyberden:

Beat On Easy: Badass Cyborg character

Beat On Easy Under 0:45: Siamese

Cyborg character

Beat On Normal: Unlock Street on

Arcade mode

Beat On Normal Under 1:35:

Tuxedo Cyborg character

Beat On Hard: Female Cyborg character

Beat On Hard Under 2:00: Rockets cheat

1950 Village:

Beat On Easy: Period Horror bots

Beat On Easy Under 0:30:

Decapitation cheat

Beat On Normal: Unlock Castle on

Arcade mode

Beat On Normal Under 1:15: Hick

Hyde character

Beat On Hard: Fishwife Mutant

character

Beat On Hard Under 2:20: Insect

Mutant character

1985 Chemical Plant:

Beat On Easy: Usual Suspects bots

Beat On Easy Under 0:30: Both Swat

characters

Beat On Normal: Unlock Bank on

Arcade mode

Beat On Normal Under 0:55: Infinite

Ammo cheat

Beat On Hard: Lumberjack character

Beat On Hard Under 2:35: Hood

character

2020 Planet-X:

Beat On Easy: Space Opera bots

Beat On Easy In Under 0:50: Green

Alien character

Beat On Normal: Unlock Spaceship on

Arcade mode

Beat On Normal In Under 1:30: Float

Alien character

Beat On Hard: Pillar Alien character

Beat On Hard In Under 1:50: Headless

Characters cheat

1965 Mansion:

Beat On Easy: Horror Shocker bots

Beat On Easy In Under 0:56: Large

Heads cheat

Beat On Normal: Unlock Mall on

Arcade mode

Beat On Normal In Under 1:30:

Overall Mutant cheat

Beat On Hard: Masked Priest character

Beat On Hard In Under 1:35: Girl

Zombie character

2000 Docks:

Beat On Easy: Law And Order bots

Beat On Easy In Under 1:15: Soldier

characters

Beat On Normal: Unlock Compound

on Arcade mode

Beat On Normal In Under 1:30: Big

Hands cheat

Beat On Hard: Masked Soldier character

Beat On Hard In Under 2:40: Shock

Trooper character

2035 Spaceways:

Beat On Easy: Unlock Challenge mode

and Credits

Beat On Easy In Under 1:05: Red Alien

character

Beat On Normal: Unlock Warzone in

Arcade mode

Beat On Normal Under 1:10: Lady

Alien character.

Beat On Hard: Stewardess character

Beat On Hard Under 2:55: Small

Heads cheat

CREDITS & CHALLENGE MODE

Complete the final part of Story mode to unlock these features.

CHALLENGE MODE

Complete the following challenges to unlock the secrets.

1-A: Living Dead bot set

1-B: Brown and Green Zombie characters

1-C: Jacket, Police & Skull Zombie chars

2-A: Duckman bot

2-B: All Enemies Are Ducks cheat

2-C: Duckman character

3-A: Robo Fish bot

3-B: All Enemies Are Robo Fish cheat

3-C: Robo Fish character

4-A: Next Challenge

4-B: Bricks cheat

4-C: Bricks Weapon

5-A: Impersonator bot

5-B: Enemies Into Impersonators cheat

5-C: Impersonator character

6-A: Next Challenge

6-B: Masked SWAT character

6-C: Veiled SWAT character

7-A: Gingerbread bot

7-B: Enemies Into Gingerbread Men cheat

7-C: Gingerbread character

8-A: Fun Bunny bot

8-B: Turn Enemies Into Bunnies cheat

8-C: Fun Bunny character

9-A: TimeSplitter bots

9-B: TimeSplitter character

9-C: Second TimeSplitter character

TIMESPLITTERS 2

STORY MODE SECRETS

Complete the following levels in Story mode (on Normal level or above) to unlock extra playable characters in other modes...

Siberia: Hybrid Mutant

Chicago: Big Tony

Notre Dame: Jacques De La Morte

Planet X: Ozor Mox

NeoTokyo: Sadako

Wild West: The Colonel

Atom Smasher: Khallos

Aztec Ruins: Stone Golem

Robot Factory: Machinist

Space Station: Reaper Splitter

CHALLENGE MODE SECRETS

Get at least a Silver medal in each stage

to unlock a secret...

Pane In The Neck:

Rotating Heads [Cheat]

Bricking It:

Brick [Weapon]

Stain Removal:

The Hunchback [Character]

Fight Off The Living Dead:

Sewer Zombie [Character]

Sergio's Last Stand:

Sergio [Character]

Day Of The Damned:

Feeder Zombie [Character]

Silent But Deadly:

Viking [Hat]

Trouble At The Docks:

Pirate [Hat]

Escape From NeoTokyo:

Big Ears [Hat]

Gone Bananas:

Private Coal [Character]

Monkey Business:

Private Poorly [Character]

Playing With Fire:

Wood Golem [Character]

Take 'Em Down:

Ample Sally [Character]

Fall Out:

Marco The Snitch [Character]

Pick Yer Piece:

Sgt Rock [Character]

Badass Bussap Impasse:

Badass Cyborg [Character]

But Where Do The Batteries Go?:

R-One-Oh-Seven [Character]

Hit Me Baby One Morgue Time:

The Cropolite [Character]

Simian Shootout:

Insect Mutant [Character]

Monkey Mayhem:

Mischief [Character]

Dam Bursters:

Robofish [Character]

All Challenges:

Lola Varuska [Character], Circus [Level],

Paintball [Cheat]

LEAGUE MODE SECRETS

Get the required medal or higher to unlock each secret...

Amateur League:

Adios Amigos:

Silver Hector Baboso [Character]

Gold Lean Molly [Character]

Casualty:

Silver Dr Peabody [Character]

Gold Crypt Zombie [Character]

Elimination:

Bronze Hangar [Level]

Silver Sgt Shock [Character]

Gold Elimination [Mode]

Chastity Chased:

Silver Regeneration [Mode]

Shrinking From The Cold:

Silver Shrink [Mode]

Gold Private Sand [Character]

Gold Sgt Slate [Character]

Scrap Metal:

Silver Scrapyard [Level]

Gold Chassis Bot [Character]

Night Shift:

Silver Leech [Mode]

Gold Sentry Bot [Character]

Spoils Of War:

Silver Thief [Mode]

Gold Meezor Mox [Character]

Demolition Derby:

Bronze Robot Factory [Level]

Silver Male Trooper [Character]

Silver Female Trooper [Character]

Gold Vampire [Mode]

Monkey Immolation:

Silver Flame Tag [Mode]

Gold Crispin [Character]

Disco Inferno:

Bronze Nightclub [Level]

Silver Louie Bignose [Character]

Gold Lt Wild [Character]

Burns Department:

Silver Virus [Mode]

Gold Undead Priest [Character]

Club Soda:

Silver Slick Tommy [Character]

Gold Jimmy Needles [Character]

Station Stand:

Silver Zones [Mode]

Gold Lt Shade [Character]

Men In Grey:

Silver Assault [Mode]

Gold Accountant [Character]

Gold Lawyer [Character]

Honorary League:

Cold Corpse Caper:

Silver Gargoyle [Character]

Gold Cyberfairy [Character]

Killer Queen:

Silver Leo Krupps [Character]

R109 Beta

Bronze Ufopia [Level]

HOW TO ENTER CHEAT CODES

DIRECTIONS & BUTTONS

← → ↑ ↓ = press directions on the digital pad (unless the analogue nub is denoted) x2 / x3 etc = press that button twice / three times etc [L] / [R] = press Left / Right shoulder button

COMMAS

Buttons or directions separated by commas should be tapped ONE AFTER ANOTHER, eg [L], [R], [A] means 'keeping [L] and [R] held down, press [A], then [L], then [R]'.

PLUS SYMBOLS

When buttons/directions have a plus symbol between them you should press them TOGETHER: eg [L] + [R] + [A] + [B] = press [L] and [R] and [A] and [B] Up (on the D-pad) all TOGETHER.

HOLDING BUTTONS

Sometimes buttons need to be held down, often while entering a second part of a cheat code, eg 'hold [L] + [R] and press [A], [B], [A] means 'keeping [L] and [R] held down, press [A], then [B], then [A]'.

APE ACADEMY

MONKEY STATUES

- To unlock statues in the Showcase, collect figurines or capsules during games in Academy mode.
- Get three coins again after unlocking the Special game in a year and you'll be rewarded with another statue.
- You're awarded a Rare statue for winning all nine games in an Academy year.

FINAL YEAR

To unlock Senior Yr 3 in Academy mode, you need a commendation from all other five teachers - by winning a perfect nine games and the Special Game in each year.

ARCHER MACLEAN'S MERCURY

BONUS STAGES

Place first in every high score board in a world to unlock its bonus stage (at the top-left of the Stage Select screen).

SECRET WORLD

Complete Nano world to open up secret seventh world, Orbit. To access this, press [V] on the World Select screen to go down on an elevator where you can choose from its five mega-hard bonus stages.

UNLOCK ALL WORLDS

Select Two-Player Game from main menu and enter your initials as HG2. Return to the main menu and start a solo game. On the World Select screen, hold [L]+[R] and press [A]. All the worlds and stages (inc. bonus and Orbit bonus world) will now be unlocked (if you want to lock them up again, hold [L]+[R] and press [A]).

ATV OFFROAD FURY: BLAZIN' TRAILS

CHEAT CODES

From the main menu, select Options, Player Profile, then Enter Cheat to input these case-sensitive codes.

- Add 1500 Credits \$moneybags\$
- Unlock All (except Fury) All Access
- Unlock Music Videos Billboards
- Unlock All Rider Gear Duds
- Unlock Tyres Dubs

B

BURNOUT LEGENDS

COMPACT SERIES UNLOCKABLES

Note: The Compact Collector car varies on each game profile.

Compact Cop

Get Bronze in Silver Lake or Airport Terminal 1+2 Pursuit.

Dominator Compact

Get 10,000 Burnout points.

Gangster Legend

Get Gold in Palma Bay Legend

Face-Off.

Legend Compact

Get Gold in Interstate Loop Legend

Face-Off.

Random Compact Collector

Get Gold in Silver Lake Eliminator.

Tuned Compact

Get 5 gold medals.

MUSCLE SERIES UNLOCKABLES

Note: The Muscle Collector car varies on each game profile.

Classic Legend

Get Gold in Big Sure Shore Legend

Face-Off.

Dominator Muscle

Get 25,000 Burnout points.

Legend J-Muscle

Get Gold in Airport Terminal 1+2

Legend Face-Off.

Muscle Cop

Get Bronze in Harbour Town or

Sunrise Valley Pursuit.

Random Muscle Collector

Get Gold in Harbour Town

Eliminator.

Tuned Muscle

Get 20 gold medals.

SPECIAL VEHICLES

Cop Racer

Get Gold in all Pursuit events.

Firetruck

Get Gold on all Crash events.

Gangster Boss

Get Gold in all Race events.

UNLOCK ASSASSIN CARS

Get the required number of

takedowns to unlock each one...

Assassin Car	Takedowns
Compact	15
Muscle	30
Coupe	60
Sports	100
Super	150

C

CODED ARMS

UNLOCKABLES

Bonus Level

Complete the game.

Inferno

Beat Colossus on Base level 13.

Judgement

Beat Enforcer on City level 13.

Onslaught

Beat Mantis on Infinity mode level 10.

Vulcan

Beat Enforcer on Infinity mode level 20.

Neutron Gun

Beat Colossus on Infinity mode level 30.

Surge Helm

Beat Mantis on Infinity mode level 40.

Blast Helm

Beat Enforcer on Infinity mode level 50.

Trident

Beat Colossus on Infinity mode level 60.

D

DARKSTALKERS CHRONICLE: THE CHAOS TOWER

SECRET CHARACTERS

Enter the following codes at the character select screen:

Marionette

In Arcade mode, highlight '?' and press [A] x7 then any P or K.

Shadow

In Arcade mode, highlight '?' and press [A] x5 then any P or K.

Oboro Bishamon

In any mode, highlight Bishamon, hold [A] and then press any P or K.

ALTERNATE BACKGROUNDS

During Stage Select in Training or VS mode, hold [A] while selecting a stage to get a different coloured background.

EX OPTION MENU

At the main menu, hold down [L] while selecting Option.

UNLOCK MOVIES (IN CHRONICLE)

Anita's Ending

Defeat Oboro Bishamon in Arcade.

Hunter Endings & Intro

In Arcade, choose Hunter and select Hunter with the characters that have available endings. Once all are complete, the intro will be unlocked.

Vampire Savior Endings & Intro

In Arcade, choose Savior and select Savior with the characters that have available endings. Once all are complete, the intro will be unlocked.

Vampire Endings & Intro

In Arcade, choose Vampire and select Vampire with the characters that have available endings. Once all are complete, the intro will be unlocked.

Jedah 2 & Pyron 2 Ending

In Arcade, choose Savior and select Savior 2 with either Jedah or Pyron. Try to beat all characters without losing.

ILLUSTRATIONS

Simply complete the Tower mode 100%.

ART GALLERY & INTROS

Complete the game 100% to unlock Art Gallery pictures and intro sequences.

DEAD TO RIGHTS: RECKONING

SUPERCOP & CHALLENGE MODES

Complete the game on Normal difficulty to unlock Supercop mode (hard) and Normal Challenge mode.

UNLOCKABLE SKINS & ARENAS

Complete these chapters on Rookie/Normal to unlock extra skins and arenas.

Biker 2 (Multiplayer Skin)	Chapter 1
Bar (Multiplayer Arena)	Chapter 2
Biker Boss (Skin)	Chapter 3
Triad2 (Skin)	Chapter 4
Jack2 (Skin)	Chapter 5
Triad Boss (Skin)	Chapter 6
Militia2 (Skin)	Chapter 7
Militia Boss (Skin)	Chapter 8
Cabal1 (Skin)	Chapter 9
Cabal2 (Skin)	Chapter 10
Mansion (Arena)	Chapter 11
Whisper (Skin)	Chapter 12

CHEATS & SKINS

These are unlocked by completing the following missions in Supercop mode...

All Weapons	Villa
Cabal Boss Skin	Dockyards
Fists Of Flame	Old Church
Incredibly Fit Dog	Under Rink
Infinite Adrenaline	Back Streets
Infinite Ammo	Train Yards
Maxine Skin	The Mansion
No Damage	Roof tops
Super Deformed Mode	Pink Starfish

DEATH JR

CHEAT CODES

Pause the game and hold [L]+[R] while entering these codes. A sound will confirm correct entry.

All Weapons & Upgrades

↑ x2, ↓ x2, ←, →, ←, →, ←, →

Ammo Refilled

↑ x2, ↓ x2, ←, →, ←, →, ←, →

Invincibility

↑ x2, ↓ x2, ← x2, → x2, ←, →

DYNASTY WARRIORS

HIDDEN DEPLOYABLE OFFICERS

To unlock the officers numbered 178-200, recruit the required number of deployable officers, then complete any Musou mode to unlock a hidden officer.

Unlock 178-181

150 Deployable Officers Needed.

Unblock 182-197

100 Deployable Officers Needed.

Unblock 198-200

150 Deployable Officers Needed.

UNLOCKABLE CHARACTERS

Other - Lu Bu, Diao Chan, Zhang Jiao, Meng Huo, Zhu Rong Complete Musou mode with any default Other character.

Other - Yuan Shao, Dong Zhuo Complete Musou mode once with one character from each kingdom.

Shu - Zhuge Liang, Liu Bei, Pang Tong Complete Musou mode with any default Shu character.

Shu - Jiang Wei, Huang Zhong, Wei Yan Complete Musou mode with Liu Bei.

Wei - Cao Cao, Cao Ren, Sima Yi Complete Musou mode with any default Wei character.

Wei - Zhang He, Zhang Liao, Xu Huang Complete Musou mode with Cao Cao.

Wu - Da Qiao, Xiao Qiao Complete Musou mode with Sun Ce.

Wu - Sun Jian, Sun Ce, Sun Quan

Complete Musou mode with any default Wu character.

Wu - Zhou Tai, Huang Gai, Lu Meng

Complete Musou mode with Sun Jian.

E

EVERYBODY'S GOLF

UNLOCKABLES

Autumn Pagoda Course

Reach Beginner level in Challenge mode.

Golden Desert Course

Reach Senior level in Challenge mode.

Olive Coast Course

Reach Mid-Rank level in Challenge mode.

Manual Replay Mode

Reach Senior level in Challenge mode.

Easy Difficulty (Challenge Mode)

Lose several matches/tournaments in a row in Challenge mode.

F

FIFA SOCCER

CUSTOM CHALLENGE

To unlock this, complete all the preset challenges in Challenge mode.

G

GRETZKY NHL

UNLOCK EVERYTHING

From the main menu, select Gretzky Challenge then Unlockables. Press [A] and enter SHOENLOC. This unlocks all the extra uniforms, players and features.

L

LUMINES

UNLOCKABLE CHARACTERS

23	In Time Attack 60, get 50 deletes
24	In Time Attack 180, get 150 deletes
25	In Time Attack 300, get 250 deletes
38	In Time Attack 600, get 500 deletes
39	Beat Level 1 in Vs CPU
40	Beat Level 2 in Vs CPU
41	Beat Level 3 in Vs CPU
42	Beat Level 4 in Vs CPU
43	Beat Level 5 in Vs CPU
44	Beat Level 6 in Vs CPU
45	Beat Level 7 in Vs CPU
46	Beat Level 8 in Vs CPU
47	Beat Level 9 in Vs CPU
48	Beat Level 10 in Vs CPU

UNLOCKABLE SKINS

45 Degrees

Finish all normal puzzles in

Puzzle mode.

Aback

Reach Level 40 in Challenge mode.

Auto Mobile Industry

Complete Level 2 in Vs CPU.

Big Elapso

Reach Level 70 in Challenge mode.

Brash

Complete Level 8 in Vs CPU.

Chinese Restaurant

Complete Level 9 in Vs CPU.

Da-Di-Do

Reach Level 52 in Challenge mode.

Dark Side Beside The River

Complete Level 36 in Challenge mode.

Fly Into The Sky

Reach Level 95 in Challenge mode.

Get Up & Go

Reach Level 90 in Challenge mode.

Holiday In Summer

Reach Level 60 in Challenge mode.

I Hear The Music In My Soul

Reach Level 32 in Challenge mode.

Japanese Form

Finish Level 1 in Vs CPU.

Just

Reach Level 28 in Challenge mode.

Lights

Reach Level 100 in Challenge mode.

Meguro

Reach Level 80 in Challenge mode.

Mekong

Complete Level 5 in Vs CPU.

Moon Beam

Complete Level 10 in Vs CPU.

Morning Beats

Amass 20 hours of play.

My Generation

Reach Level 75 in Challenge mode.

Peace Return My CD

Complete Level 3 in Vs CPU.

Prime Factor

Complete all x2 puzzles in Puzzle mode.

Rodent

Amass 10 hours of play time.

Round About

- Everybody In The Drift
Gnade Nebulasray Esperanza Type-S:
 Complete Tour Basic 02
 - What Time Is Drift?
Assoluto Sheonite Bisonte Type-S:
 Complete Tour Basic 03 - Driftic 202
Age Bakutotsu Abeille Type-R:
 Complete Tour EX 27 - Rising Sun 2
Gnade Galaxian Esperanza Type-R:
 Complete Tour EX 24 - Driftum 8
Assoluto Bacura Bisonte Type-R:
 Complete Tour Pro 16 - Day Drifting
Age Ordine Abeille Type-Z:
 Complete Tour EX 28 - Throbbing Drift Cat
Gnade Starluster Esperanza Type-Z:
 Complete Tour EX 29 - Drift Any Mountain
Assoluto Androgenesis Bisonte Type-Z:
 Complete Tour EX 32 - The Type Is 4
Class 3
Assoluto Bacura Fatalita Type-S:
 Complete Tour Basic 04 - Come To Drifty
Himmel Starluster EO Type-S:
 Complete Tour Basic 05 - Driftasia
Soldat Camp Raggio Type-S:
 Complete Tour Basic 06
 - Mad Drift Disease
Assoluto Derota Fatalita Type-R:
 Complete Tour Pro 16 - Day Drifting
Himmel Galaga EO Type-R:
 Complete Tour Pro 17 - Rising Sun
Soldat Androgenesis Raggio Type-R:
 Complete Tour Pro 18
 - Drift Is The Message
Assoluto Gamp Fatalita Type-Z:
 Complete Tour EX 32 - The Type Is 4
Himmel Gapsus EO Type-Z:
 Complete Tour EX 30
 - Revolution For A Change
Soldat Gil&I Raggio Type-Z:
 Complete Tour Pro 23
 - Mr Drift's Nightmare
Class 4
Kamata Good Luck Fiera Type-S:
 Complete Tour Basic 08 - Tour De Ridge
Age Sky Kid Prophetie Type-S:
 Complete Tour Basic 07
 - Drift Is The Teacher
Danver 8 Bayonet Type-S:
 Complete Tour Basic 09 - Born Drifty
Kamata Phozon Fiera Type-R:
 Complete Tour EX 25 - Day Drifting 2
Age Nebulasray Prophetie Type-R:
 Complete Tour EX 27 - Rising Sun 2
Danver Quox's Bayonet Type-R:
 Complete Tour EX 26 - Rave Racer
Kamata F/A Racing Fiera Type-Z:
 Complete Tour Pro 22 - Jupiter Drift
Age DigDug Prophetie Type-Z:
 Complete Tour EX 28 - Throbbing Drift Cat
Danver Baraduke Bayonet Type-Z:
 Complete Tour EX 31
 - Show What You've Got
Class 5
Age Quox's Abeille Type-S:
 Complete Tour Pro 10 - Fire Drifter
Gnade Galaxian Esperanza Type-S:
 Complete Tour Pro 11
 - Gonna Make You Drift
Assoluto Toroid Bisonte Type-S:
 Complete Tour Pro 12
 - Drift In The Silver Box
Age Warpan Abeille Type-R:
 Complete Tour EX 27 - Rising Sun 2
Gnade Galaga Esperanza Type-R:
 Complete Tour EX 24 - Driftum 8
Assoluto Gamp Bisonte Type-R:
 Complete Tour Pro 16 - Day Drifting
Age Mappy Abeille Type-Z:
 Complete Tour EX 28 - Throbbing Drift Cat
Gnade Bosconian Esperanza Type-Z:
 Complete Tour EX 29 - Drift Any Mountain
Assoluto Solvalou Bisonte Type-Z:
 Complete Tour EX 32 - The Type Is 4
Class 6
Assoluto Solvalou Fatalita Type-S:
 Complete Tour Pro 14 - Strings Of Drift
Himmel Nebulasray EO Type-S:
 Complete Tour Pro 13
 - Block Rockin' Drifts
Soldat Bacura Raggio Type-S:
 Complete Tour Pro 15 - D Unlimited
Assoluto Grobda Fatalita Type-R:
 Complete Tour Pro 16 - Day Drifting
Himmel Bosconian EO Type-R:
 Complete Tour Pro 17 - Rising Sun
Soldat Hyper Knight Raggio Type-R:
 Complete Tour Pro 18
 - Drift Is The Message
Assoluto Androgenesis Fatalita Type-Z:
 Complete Tour EX 32 - The Type Is 4
Himmel Galaxian EO Type-Z:
 Complete Tour EX 30

- Revolution For A Change
Soldat Druga Raggio Type-Z:
 Complete Tour Pro 23 - Mr Drift's Nightmare
Special Class
Kamata Angelus:
 Complete Tour 20 - Duel With Angelus
Soldat Crinale:
 Complete Tour 19 - Duel With Crinale
Namco Pac-Man:
 Complete Tour 21 - Eat Up Or Die
Namco New Rally-X:
 Complete All Basic and Pro Tours to view credits, then score over 50,000 points on New Rally-X game that appears while initially loading the game.
UNLOCKABLE TRACKS
Seaside Route 765:
 Complete Tour Basic 01
 - Everybody In The Drift
Ridge City Highway:
 Complete Tour Basic 02 - What Time Is Drift?
Sunset Drive:
 Complete Tour Basic 01
 - Everybody In The Drift
Crystal Coast Highway:
 Complete Tour Basic 06
 - Mad Drift Disease
Union Hill District:
 Complete Tour Basic 08 - Tour De Ridge
Lakeside Parkway:
 Complete Tour Basic 03 - Driftic 202
Crimsonrock Pass:
 Complete Tour Basic 01
 - Everybody In The Drift
Diablo Canyon Road:
 Complete Tour Basic 04 - Come To Drifty
Midtown Expressway:
 Complete Tour Basic 04 - Come To Drifty
Downtown Rave City:
 Complete Tour Pro 12
 - Drift In The Silver Box
Greenpeak Highlands:
 Complete Tour Basic 06
 - Mad Drift Disease
Silvercreek Dam:
 Complete Tour Pro 10 - Fire Drifter
Seaside Route 765 R:
 Complete Tour Basic 04 - Come To Drifty
Ridge City Highway R:
 Complete Tour Basic 05 - Driftasia
Sunset Drive R:
 Complete Tour Basic 02
 - What Time Is Drift?
Crystal Coast Highway R:
 Complete Tour Pro 14 - Strings Of Drift
Union Hill District R:
 Complete Tour Basic 09 - Born Drifty
Lakeside Parkway R:
 Complete Tour Basic 07 - Drift Is The Teacher
Crimsonrock Pass R:
 Complete Tour Basic 03 - Driftic 202
Diablo Canyon Road R:
 Complete Tour Basic 06
 - Mad Drift Disease
Midtown Expressway R:
 Complete Tour Basic 07
 - Drift Is The Teacher
Downtown Rave City R:
 Complete Tour Pro 19 - Duel With Crinale
Greenpeak Highlands R:
 Complete Tour Basic 09 - Born Drifty
Silvercreek Dam R:
 Complete Tour Pro 13
 - Block Rockin' Drifts
BONUS UNLOCKABLES
Rage Racer P5one Intro FMV:
 Complete Tour EX 33 - Mille Plateaux
Ridge Racer Type 4 P5one Intro FMV:
 Complete Tour EX 34
 - mmm... Sky Scrapers
2004 E3 Ridge Racer PSP Demo Movie:
 Complete Tour EX 35 - Drift Del Mar
Rave Racer Arcade Intro FMV:
 Complete Tour EX 36 - The City Is Yours
Machine Art #1:
 Complete Tour EX 37 - Rave Racer 2
Machine Art #2:
 Complete Tour EX 38 - Nightmares On Drift
Machine Art #3:
 Complete Tour EX 39 - Exit Planet Drift
S
SPIDER-MAN 2
CHEAT CODES
 From the main menu, select Options, Specials, then Cheats to enter these codes. A beep confirms correct entry.
Unlock All Levels: WARPULON

Infinite Health: NERGETS
Infinite Webbing: FILLMEUP
All Moves Purchased: MYHERO
All Movies Unlocked: POPPYCORN

T
TIGER WOODS PGA TOUR
UNLOCKABLE COURSES
Emerald Dragon: Win \$1 million.
Greek Isles: Win \$1.5 million.
Paradise Cover: Win \$2 million.
Sports Favorites: Win \$5 million.
Mean8teen: Win \$10 million.
Fantasy Specials: Win \$15 million.
Hustler's Dream 18: Beat The Hustler in Legend Tour.
Tiger's Dream 18: Beat Tiger Woods in Legend Tour.

THUG 2 REMIX
PERFECT RAIL BALANCE
 From the main menu, select Game Options then Cheat Codes and enter **tightrope** as a code. Now start a game and pause, then select Game Options and Cheats to turn on the Perfect Rail Balance.
OLD TONY
 From the main menu, select Game Options then Cheat Codes and enter **birdman** as a code. Start a Classic or Free Skate game, then select Secret Skaters to find THPS1 Tony Hawk.
UNLOCKABLES
Alien Doctor: Complete Story mode on Normal.
Australian Cop: Complete Every Classic mode goal on Sick.
Boat Captain: Complete Story mode on Normal.
Vendor: Complete Every Classic mode goal on Sick.
Canada - Tony Hawk 3 Stage: Complete Story mode on Normal.
Com Vendor: Complete Every Classic mode goal on Sick.
German Cop: Complete Every Classic mode goal on Sick.
German Drunk: Complete Every Classic mode goal on Sick.
Horn Player: Complete Every Classic mode goal on Sick.
Lost Soul 1: Complete Story mode on Normal difficulty.
Lost Soul 2: Complete Every Classic mode goal on Sick.
Metal Detector Man: Complete Every Classic mode goal on Sick.
Neversoft Video: Complete Every Classic mode goal on any difficulty.
Paulie Ryan: Complete Story mode on Normal.
Pirate: Complete Every Classic mode goal on Sick.
Pro Skater Stage: Complete Story mode on Normal.
School - Tony Hawk 1 Stage: Complete Story mode on Normal.
Shrek: Story mode on Easy.
Skatopia Punk: Complete Every Classic mode goal on Sick.
Space Monkey: Complete Story mode on Easy.
The Hand: Complete Story mode on Normal.
Zombie 2: Complete Every Classic mode goal on Sick.

TWISTED METAL: HEAD ON
CHEAT CODES
 Enter these during play.
Invulnerable: Hold [L] + [R], press [X], [Y], [Z].
Recharge Health: Hold [L] + [R], press [X], [Y], [Z].
Infinite Ammo: Hold [L] + [R], press [X], [Y], [Z].
Infinite Weapons: Hold [L] + [R], press [X], [Y], [Z].
Killer Weapons: Hold [L] + [R], press [X], [Y], [Z].
Mega Guns: Hold [L] + [R], press [X], [Y], [Z].
UNLOCKABLE VEHICLES
ATV: Complete Stage 4 of single-player Story mode with any character.
Axel: Complete Russia mini-game.
Cousin Eddy: Complete Stage 4 of single-player Story mode with any character.
Crimson Fury: Complete Monaco mini-game.
Dark Tooth: Complete single-player Story mode with any character.

Hammerhead: Complete Tokyo Rooftops mini-game.
Minion: Complete the game on Hard difficulty with every character without dying.
Mr Slam: Complete LA mini-game.
UNLOCKABLES
Tower Tooth Challenge Stage: Complete Story mode with four characters on any difficulty.
Death Matches: Complete mini-game in Tokyo Streets, Paris, Roman Ruins, Greece or Egypt stages to unlock Death Matches.
Different Endings: Complete Story mode with a character to unlock their ending, which you can then view again at any time.

V
VIRTUA TENNIS: WORLD TOUR
CHEAT CODES
 On the main menu, hold [L] while entering the following codes. A noise will confirm correct entry. Re-enter a code to disable it.
All rackets and clothing available (on Home screen):
 → [X], [Y], [Z], [L], [R]
Begin World Tour mode with \$1,000,000:
 → [X], [Y], [Z], [L], [R]
Earn \$2,000 every week in World Tour mode:
 → [X], [Y], [Z], [L], [R]
Sepia mode:
 → [X], [Y], [Z], [L], [R]
Unlock all stadiums:
 → [X], [Y], [Z], [L], [R]
Unlock the King and Queen players:
 → [X], [Y], [Z], [L], [R]

W
WIPEOUT PURE
UNLOCKABLES
 Spain 1950

Beta Tournament
 Complete the Alpha league with a Gold.
Ascension Tournament
 Complete the Beta league with a Gold rank.
Gamma & Decension Tournaments
 Get any medal for all four downloadable Gamma tracks.
Karbonis Track (Classic)
 Win a Gold medal on all eight Alpha and Beta league tracks.
Manor Top Track (Classic)
 Win 40 Gold medals.
Mandarshie Track (Classic)
 Win 60 Gold medals.
Medieval Team
 Win 70 Gold medals.
Zone Team
 Win Gold medals on all four Zone tracks.
Flash Craft Class
 Complete Alpha, Beta and Ascension leagues with a Gold rank.
Livery Craft Class
 Complete Ascension league in the Flash craft class.
Phantom Class
 Win a medal on Ascension league in the Flash craft class.
Gallery Art
 To see it, select Profile then Progress, then press [X] on any track you've got Gold on.
RANKINGS
 Your ranking is determined by how many Gold medals you've won:

Golds	Ranking	Golds	Ranking
0	Rookie	84	Master
12	Trainee	96	Ace
24	Amateur	108	Guru
36	Geek	120	Junkie
48	Enthusiast	32	Legend
60	Addict	144	Purist
72	Veteran		

WORLD TOUR SOCCER: CHALLENGE EDITION
UNLOCKABLES
 Spain 1950

Reach Euro Cup final.
 England 1966
 Score five goals in a single match.
 Brazil 1970
 Win all cups.
 Holland 1974
 Get five clean sheets in a row.
 Italy 1982
 Reach Asia & Oceania Cup final.
 Cameroon 1990
 Reach African Cup final.
 Germany 1990
 Reach the Americas Cup final.
 France 1998
 Get three clean sheets in a row.
 '90s Real Madrid
 Reach South American Cup final.
 '60s Celtic
 Get MVP award in tournament.
 Milano
 Win Euro Club Cup.
 '70s Ajax
 Reach World Tournament final.
 '70s Liverpool
 Get most goals in tournament.
 '80s Turin J
 Reach the Euro Club Cup final.
 World Superteam
 Win World Tournament.
 Euro Superteam
 Win Euro Cup.
 South American Superteam
 Win S. American Cup.
 North American Superteam
 Win Americas Cup.
 African Superteam
 Win African Cup.
 Asia & Oceania Superteam
 Win Asia & Oceania Cup.
 Classic Ball
 Reach World Tournament semi-final.
 Super Ball
 Start Euro Club Cup.
EXTRA STADIUMS
 Win each Challenge to unlock the next stadium in the list.

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 Conflict: Global Storm
 Crash Tag-Team Racing*
 Dark Cloud 2
 Darkwatch
 Def Jam: Fight for NY
 Delta Force: B. Hawk Down
 Destroy All Humans
 Dragon Ball Z: Budokai 3
Dragon Ball Z: Budokai T.
 Dragon Ball Z: Sagas
 DRIV3R
 Dynasty Warriors 3
 Dynasty Warriors 4
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 Fahrenheit
 Fantastic 4
FIFA 2006
 FIFA Football 2005
 Final Fantasy X-2
 Getaway
 Getaway 2: Black Monday
 Ghost Hunter
 God of War
 Goldeneye: Rogue Agent
 Gran Turismo 3

Gran Turismo 4
 Grand Theft Auto 3
 Grand Theft Auto: L. City S.
Grand Theft Auto: San A.
 Grand Theft Auto: Vice City
 Juiced
L.A. Rush
 Legacy of Kain: Defiance
 Lego Star Wars
 Leisure Suit Larry: M.C.L.
 LMA Manager 2004
 LMA Manager 2005
 Madagascar
 Manhunt
 Marvel Nemesis: R.O.T.I.
 Max Payne
 Mercenaries: Pof Destruct.
 Metal Gear Solid 3 S.Eater
 Midnight Club 3: DUB Ed.
 Mortal Kombat: Deception
 Mortal Kombat: Shaolin M.
 Naval Op:Warship Gunner
 Need for Speed: Undergr.2
 Prince of Persia: S. of Time
 Prince of Persia: W.Within
 Pro Evolution Soccer 4
 Pro Evolution Soccer 5
 Punisher
 Res. Evil: Outbreak File #2
Resident Evil 4*
 Resident Evil: Outbreak
 Star Wars: B. Hunter
 Star Wars and Hutch 2*
 Suffering: Ties That Bind
 Syphon Filter: Omega St.
 The Matrix
 The Punisher
 The Sims 2*
 The Suffering: Ties T. Bind
 Tiger Woods PGA Tour 06
 Tomb Raider: Angel of Drk.
 Tony Hawk's Underground
Tony Hawk's: Am. Waste.
 Total Overdose
 True Crime 2*
 Ultimate Spider-Man
 Urbz: Sims in the City
Warriors
 World Snooker Champ. '05
 Worms 3D
 WWE Smackdown vs Raw
 X-Men Legends 2: R.O.A.
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 Yu-Gi-Oh!: Cap.Mon.Col.
 50 Cent: Bulletproof*

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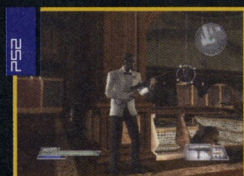
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Aliens vs Predator: Extinct.
Alone in the Dark 4
America's 10 Most Wanted
Angel of Darkness
Arc the Lad: Twilight of Sp.
Area 51
Athens 2004

B = 02
Baldur's Gate: D.Alliance 2
Baldur's Gate: Drk.Alliance
Batman Begins
Beatdown: F. of Vengeance
Big Mutha Truckers 2
Brian Lara Int. Cricket '05
Britney's Dance Beat
Broken Sword 3: S. Dragon
Brothers in Arms
Brothers in Arms: E.I.B.
Buff 2: Chaos Bleeds
Burnout 3: Takedown
Burnout Legends
Burnout Revenge

C = 03
Call of Duty: Finest Hour
Clock Tower 3
Club Football 2005
Colosseum: Rd. to Freedom
Conflict: Desert Storm 2
Conflict: Global Storm
Conflict: Vietnam
Constantine
Crash B'oot: Wr. of Cortex
Crash Tag-Team Racing*

D = 04
Dark Cloud 2
Darkwatch

Def Jam: Fight for NY
Delta Force: B. Hawk Down
Destroy All Humans
Devil May Cry 2
Devil May Cry 3
Die Hard: Vendetta
Dragon Ball Z: Budokai
Dragon Ball Z: Budokai 2
Dragon Ball Z: Budokai 3
Dragon Ball Z: Sagas
DRIV3R
Dynasty Warriors 2
Dynasty Warriors 3
Dynasty Warriors 4
Ecco the Dolphin
Enter the Matrix
Escape from Monkey Island
Everybody's Golf
Everything or Nothing: 007
Fahrenheit
Fantastic 4
FIFA 2003
FIFA 2004
FIFA 2006
FIFA Football 2005
FIFA Street Soccer
Fight Night Round 2
Final Fantasy X
Final Fantasy X-2
Formula 1 2005
Full Spectrum Warrior
Gawlay
Gawlay 2: Black Monday
Ghost Hunter
Ghost Recon 2
God of War
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Jurassic Park: Op. Genesis
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Killzone
Kingdom Hearts
L.A. Rush
Lara Craft: A. of Darkness
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Lord of the Rings: F. of King
Lord of the Rings: R. of King
Lord of the Rings: T.Towers

Mace Griffin Bounty Hunter
Madagascar
Manhunt
Marvel Nemesis: R.O.T.I.
Marvel vs Capcom 2
Max Payne
Max Payne 2
Medal of Honor: Euro. Ass.
Medal of Honor: R. Sun
Mercenaries: Pof Destruct.
Metal Gear Acid
Metal Gear Solid 2
Metal Gear Solid 3 S.Eater
Midnight Club 2
Midnight Club 3: DUB Ed.
Mortal Kombat: Deadly All.
Mortal Kombat: Deception
Mortal Kombat: Shaolin M.
MX Mototrax
MX Unleashed
MX vs ATV Unleashed
Naval Op:Warship Gunner
Need for Speed: Undergr.2
Need for Speed: Undergr.2
NFS Underground: Rivals
No One Lives Forever
Obscure
Onimusha 3: Demon Siege
Playboy: The Mansion
Predator: Concrete Jungle
Primal
Prince of Persia: S. of Time
Prince of Persia: W.Within
Prisoner of War
Pro Evolution Soccer 4
Pro Evolution Soccer 5

Project Snowblind
Project Zero
Project Zero 2
Psi-Ops: Mindgate Cons.
Punisher
Ratchet & Clank
Ratchet & Clank 2
Ratchet & Clank 3
Rayman 2: Revolution
Rayman 3
Red Dead Revolver
Res. Evil: Code Veronica X
Res. Evil: Outbreak File #2
Resident Evil 4*
Resident Evil: Outbreak
Ridge Racers
Rise to Honor
Robot Wars
Rocky
Run Like Hell
Rune: Viking Warlord
S. Andreas, GTA
Scooby Doo: 100 Frights
Scooby Doo: Mys. Mayhem
Second Sight
Seek and Destroy
Serious Sam: N. Encounter
Shadow of Rome
ShellShock Nam '67
Silent Hill 2
Silent Hill 4: The Room
Simpsons: Hit & Run
Simpsons: Road Rage
Sims
Sims in the City
SOCOM 2: US Navy Seals
SOCOM: US Navy Seals
Sonic Gems Collection

Sonic Heroes
Sonic Mega Collection Plus
Spider-Man: The Movie
Spider-Man: The Movie 2
Spider-Man: Ultimate
Splinter Cell
Splinter Cell 3: C. Theory
Spyro: A Hero's Tail
SSX On Tour
Star Ocean: End of Time
Star Trek: Shattered Univ.
Star Wars Episode III
Star Wars: Battlefront
Star Wars: Bounty Hunter
Star Wars: Lego Star Wars
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M = 13
Mace Griffin Bounty Hunter
Madagascar
Manhunt
Marvel Nemesis: R.O.T.I.
Marvel vs Capcom 2
Max Payne
Max Payne 2
Medal of Honor: Euro. Ass.
Medal of Honor: R. Sun
Mercenaries: Pof Destruct.
Metal Gear Acid
Metal Gear Solid 2
Metal Gear Solid 3 S.Eater
Midnight Club 2
Midnight Club 3: DUB Ed.
Mortal Kombat: Deadly All.
Mortal Kombat: Deception
Mortal Kombat: Shaolin M.
MX Mototrax
MX Unleashed
MX vs ATV Unleashed
Naval Op:Warship Gunner
Need for Speed: Undergr.2
Need for Speed: Undergr.2
NFS Underground: Rivals
No One Lives Forever
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Onimusha 3: Demon Siege
Playboy: The Mansion
Predator: Concrete Jungle
Primal
Prince of Persia: S. of Time
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Pro Evolution Soccer 4
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Ratchet & Clank 2
Ratchet & Clank 3
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Rayman 3
Red Dead Revolver
Res. Evil: Code Veronica X
Res. Evil: Outbreak File #2
Resident Evil 4*
Resident Evil: Outbreak
Ridge Racers
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Robot Wars
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Serious Sam: N. Encounter
Shadow of Rome
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Silent Hill 2
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Ultimate Spider-Man
Urbz: Sims in the City
Van Helsing
War on Terror
Warriors
Way of the Samurai 2
Wild Arms 3
World Snooker Champ. '05
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X-Files: Resist or Serve
XIII (Thirteen)
X-Men Legends
X-Men Legends 2: R.O.A.
Ys: The Ark of Napishtim
Yu-Gi-Oh! Duel. of Roses
Yu-Gi-Oh! Cap.Mon.Col.
Zoo Tycoon 2
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Tony Hawk's Pro Skater 4
Tony Hawk's Un. 2 Remix
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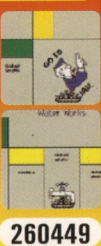
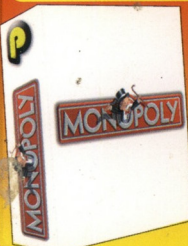
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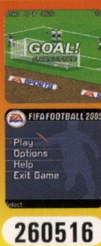
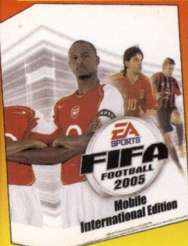
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MONOPOLY



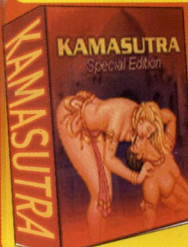
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FIFA FOOTBALL 2005 MIE



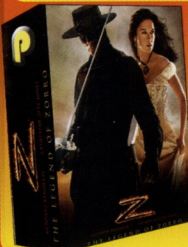
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KAMASUTRA



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THE LEGEND OF ZORRO



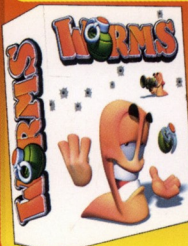
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TEXAS HOLD'EM



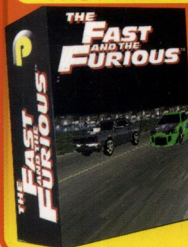
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WORMS



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FAST AND FURIOUS



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SERENITY



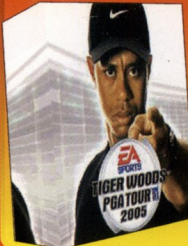
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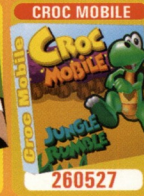
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